



## Smoothboard User Guide

**Software Version: 2.0**

**Document Version: 1.1**

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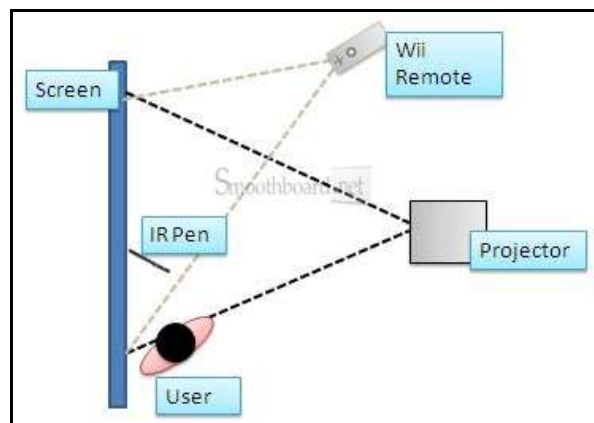
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# Chapter 1 Introduction

Smoothboard allows you to easily transform your flat screen display (projected screen or flat panel) into an interactive whiteboard with just a Wiimote and IR Pen.



Smoothboard provides an intuitive interface that enables users to interact with their computer directly at the screen. Smoothboard also allows you to control the computer away from the screen with the use of the Wiimote. With Smoothboard, you will have impressive presentations that can be free from the mouse and keyboard.

The Smoothboard User Guide is written as a comprehensive help for both new and experienced users. Important notes and warnings are highlighted throughout the guide.

The [Quick Start Guide](#) provides the basic steps needed to get your interactive whiteboard up and running within a few minutes. For in-depth information regarding all the Smoothboard's features, you can take a look at the [Complete Guide](#).

The [Tips and Common Issues](#) section will be useful to enhance your experience with Smoothboard.

## 1.1 Features

**SmoothConnect** - quickly learn and connect your Wiimotes automatically while Smoothboard waits silently in the taskbar.

**Multiple Wiimotes Support** - allows the usage of a secondary Wiimote for redundancy

- Use two Wiimotes for high quality tracking
- Activate *Whiteboard Mode* and *Presenter Mode* simultaneously

**Configurable Screen Area Tracking** - calibrate a selected screen area and/or select another display to be used as an interactive whiteboard

**Built-in Annotation Feature** - write and draw anywhere on any window

- Size, Color, Shape (Line, Arrow, Rectangle, Ellipse, Scribble)
- Undo/Redo (15 steps)
- Select and Move/Resize
- Screen Tools (Background Color (White/Black), Background Lines/Grid, Snapshot Screen, Snapshot Region, Open Snapshot Folder).

**Outside Screen Area Toggles and Floating Toolbar** - control your presentations effortlessly

- Trigger Mouse Click - Right Click and Double Click
- Trigger Key Press - allows multiple key combinations
- Launch or execute any application/file which has a default viewer
- Notification Balloon - displays triggered events

**Smart Menu** - allows quick access to Right Click, Middle Click (for scrolling) and all of the Floating Toolbar's functionality.

- Activate Right Click or Smart Menu if the IR pen is held down for more than 1 second.

**Calibration Viewer**

- Viewable calibration setup to allow easier adjustments for greater tracking utilization
- Configurable infrared (IR) camera sensitivity to allow greater range or improved accuracy

**Presenter Mode**- allows the control of the computer even when away from the screen

- Cursor Control - with a stationary IR source

- Key Press - using mapped Wiimote buttons
- Timers - tool to keep track of timings
- Laser Pointer Cursor

**Cursor Smoothing** - reduces jagged lines when drawing in *Whiteboard Mode* and *Presenter Mode*

## 1.2 Requirements

### 1.2.1 Hardware Requirements

- A computer with a Bluetooth adaptor (Most laptops have built-in Bluetooth chipsets).
- An infrared pen. You can build the pen yourself or get a pre-made one from our resellers at <http://www.smoothboard.net/resellers>.
- At least a single Wiimote. Smoothboard supports up to two Wiimotes.
- A flat surface display (projected screen or flat panel).

### 1.2.2 Software Requirements

- Windows operating system. Smoothboard has been tested in **Windows XP, Windows Vista, and Windows 7** for both 32-bit and 64-bit versions.
- Bluetooth stack that will enable you to connect to the Wiimote. Microsoft Bluetooth Stack is recommended to connect the Wiimote automatically with SmoothConnect.
- Microsoft .Net 3.5 Framework. If it is not installed, the following error may appear, *Application Error: The application failed to initialize properly (0xc0000135)*. You can download the .NET Framework from <http://www.microsoft.com/downloads/details.aspx?FamilyId=333325FD-AE52-4E35-B531-508D977D32A6&displaylang=en>.

## Chapter 2 Quick Start Guide

### 2.1 Install Smoothboard



Download the latest Smoothboard installer from <http://www.smoothboard.net/download>.

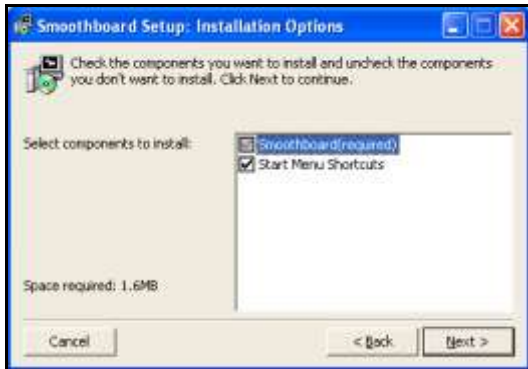
Smoothboard may be available in your local language.



Launch the installer and select the language for the installer.



Review the license agreement and if you agree with all the terms, click on *I Agree*.

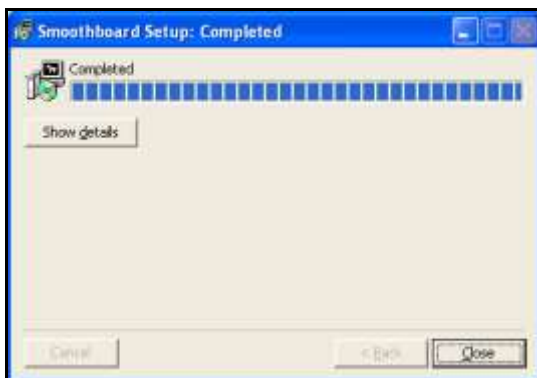


Select whether you would like to create the *Start Menu Shortcuts* and click on *Next*.



Select the destination folder that you would like Smoothboard to be installed.

Click on the *Install* button to proceed with the installation.



The Smoothboard installation is now complete.

Click *Close* to exit the installer.

## 2.2 Launch Smoothboard

- Double click on the Smoothboard icon on the desktop or click on the Smoothboard shortcut in *Start Menu -> Smoothboard*



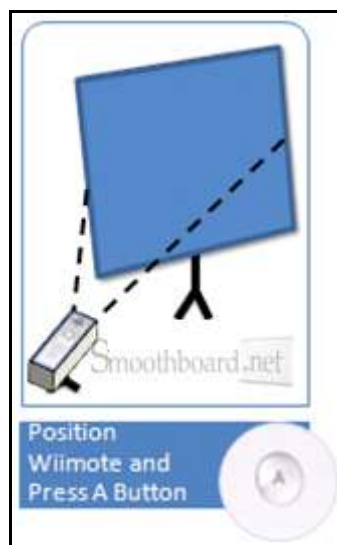
## 2.3 Connect Wiimote using SmoothConnect

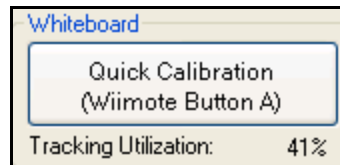
- If you are using a dongle that uses the Microsoft Bluetooth Stack, SmoothConnect will be loaded automatically.
- Press the 1 and 2 buttons on the face of the Wii Remote.
- SmoothConnect will automatically learn and connect to the Wii Remote.
- When complete, the Smoothboard main window will be loaded.



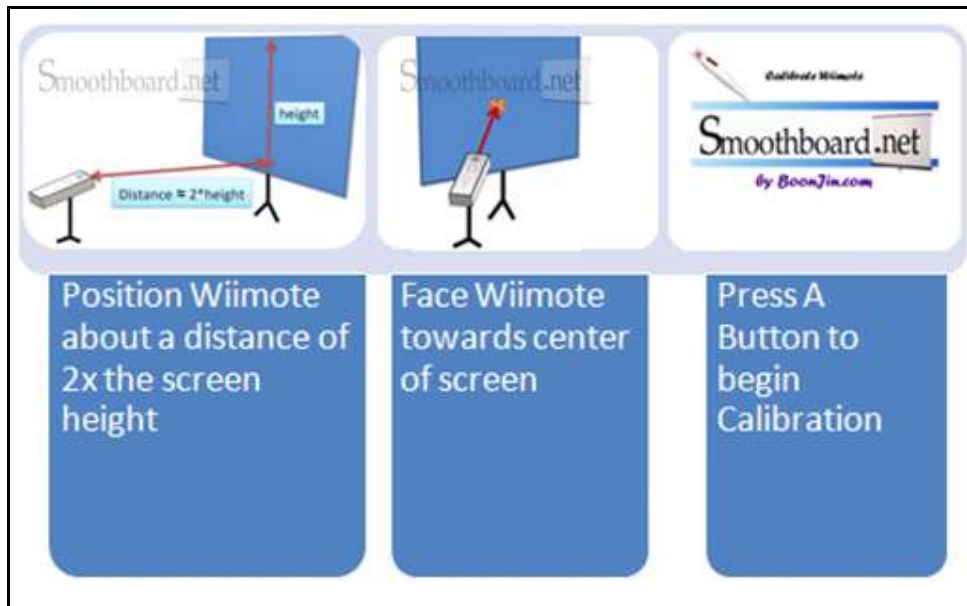
## 2.4 Calibration

- After loading, Smoothboard will need to be calibrated with an IR pen.
- Press the A button on the Wii Remote or click on the *Quick Calibration* button in the main Window.





- Face the Wiimote towards the centre of the screen at a position approximately 2 times the height of the screen.

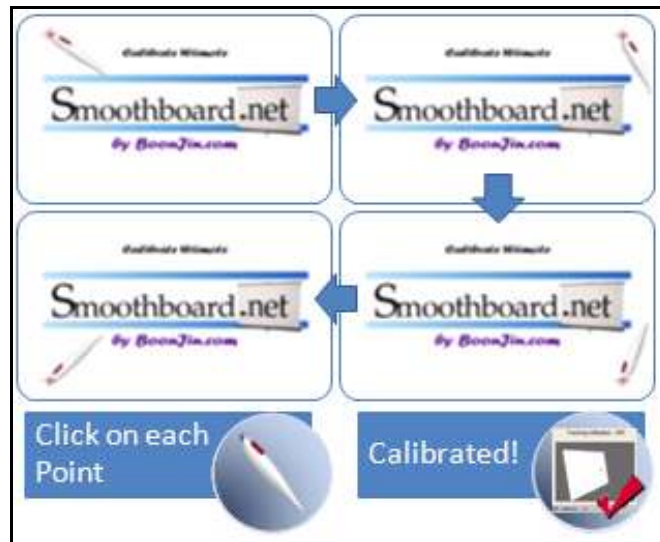


- Click with an IR pen the calibration markers shown on the screen in the following sequence: top left corner, top right corner, bottom right corner and the bottom left corner. After completing the four points, the *Calibration Window* will disappear.
- You can cancel the calibration by double clicking on the screen or pressing the *Escape* button on the keyboard.



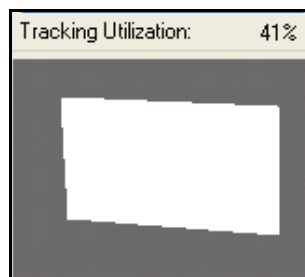
**Note:** You can restart the calibration by just clicking and holding the IR pen for more than 2 seconds regardless of the position of the IR pen. The calibration point will return to the first position at the top left corner.

As you are able to restart calibration by positioning the IR pen anywhere, you can also point the IR pen towards the Wiimote and activate the IR pen for more than 2 seconds to restart the calibration.



**Note:** If the Calibration point does not change when the IR pen is clicked, the point may be out [of the field of view](#) of the Wiimote. This may also be caused by a [faulty or depleted IR pen](#).

- On Smoothboard's main window, check the calibration by looking at the *Calibration Viewer* and the *Tracking Utilization*. The white-colored area which represents the screen should be within in the black-colored area. The tracking utilization should be more than 30% for a screen the size of a whiteboard. This value may be required to be higher if the screen is very large.



- Repeat the calibration until the tracking utilization exceeds 30% and the white-colored area is completely within the black area.
- When the calibration is complete, your interactive whiteboard is ready to be used.
- If you have difficulties with the calibration, you may refer to [Chapter 7.8](#)

## 2.5 Using Smoothboard

Now, you will be able to control the mouse cursor by just clicking with the IR pen similar to the operation of an ordinary mouse.

### Single Click

Click and release the IR pen without moving the IR pen.

### Double Click

Click, release, click and release the IR pen without moving the IR pen.

### Drag

Click and hold while moving the IR pen and release the IR pen.

### Right Click/ Smart Menu

Click and hold without moving for more than 1 second to trigger the Smart Menu where you are able to access extended Smoothboard tools and also Right Click functionality.

### Smoothboard features

Refer to the [Complete Guide](#) chapter for detailed information.

## Chapter 3 Complete Guide

### 3.1 Hardware Installation

1. Plug in a Bluetooth adaptor that uses the Microsoft Bluetooth Stack.
2. Wait for Windows to automatically install the device completely.



**Note:** Bluetooth adaptors that are compatible with Smoothboard are sold by resellers listed at <http://www.smoothboard.net/resellers>

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### 3.2 Software Installation

1. Download the latest version of Smoothboard from <http://www.smoothboard.net>.
2. Run the executable installer.
3. Follow the instructions as shown on the screen.
4. Smoothboard will now be accessible from the Desktop and the Start Menu.

### 3.3 Launch Software

1. Double click on the Smoothboard icon on the Desktop or click on the Smoothboard item in the Start Menu (*All Programs -> Smoothboard -> Smoothboard*).
2. If the software is not *Registered*, the registration reminder window will appear. You can run the software as *Unregistered* by waiting for approximately 10 seconds before clicking on *Continue Unregistered Version*. For detailed instructions about registering the software, refer to the [Activate Smoothboard](#) section.



- Smoothboard will be loaded and if you using the Microsoft Bluetooth Stack, SmoothConnect will appear.



**Warning:** If your Bluetooth adaptor is not using the Microsoft Bluetooth Stack, you will need to connect it manually before launching Smoothboard. Detailed information for each stack can be found at <http://www.boonjin.com/smoothboard>

### 3.4 Activate Smoothboard

To run the *Registered* version of Smoothboard, a *Single User License* or the *Smoothboard USB Dongle* is needed. The Single User License requires a one-time online activation to validate the license key as described in this section.

For information regarding the Smoothboard USB Dongle, refer to the [Smoothboard Dongle Edition Chapter](#).

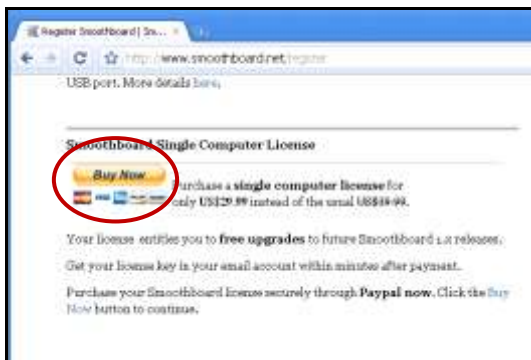


The *Unregistered* version of Smoothboard has all the features of the *Registered* version of Smoothboard except for the registration reminder. The *Registered* version of Smoothboard does not have the registration reminder.

If you would like to register the software, click on the *Register Now!* Button.



Smoothboard's Registration page will be opened on your default browser. Alternatively, you can open the following page directly <http://www.smoothboard.net/register>.



Click on the *Buy Now* button.

The PayPal secured website will be loaded.



Change the number of licenses required and click on *Update Totals*.

To proceed with the payment, log in with your PayPal account. If you do not have a PayPal account, you can make the payment directly with a Credit Card by clicking on *Continue* on the bottom left of the page.



Enter your billing information and click *Review Order and Continue*.

If alternative payment method is required, please do contact us at [admin@smoothboard.net](mailto:admin@smoothboard.net)




After completing the payment, an email will be automatically sent to your email address from [payment@smoothboard.net](mailto:payment@smoothboard.net) or [admin@smoothboard.net](mailto:admin@smoothboard.net).

If the email is not received within 30 minutes, please do check the spam folder. In the case that the license is still not received, email to us directly at [admin@smoothboard.net](mailto:admin@smoothboard.net).

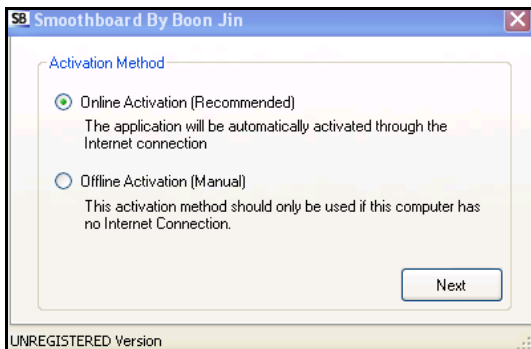


Copy and paste the 16 unique alphanumeric license key.

Click *Next* to continue the registration.

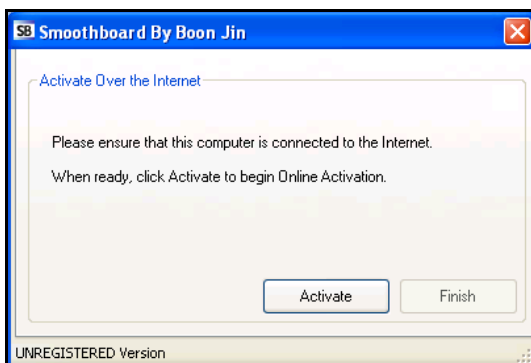
 **Note:** The license key is only valid to be activated on a single computer.

### 3.4.1 Online Activation



Select *Online Activation* to activate the software automatically online.

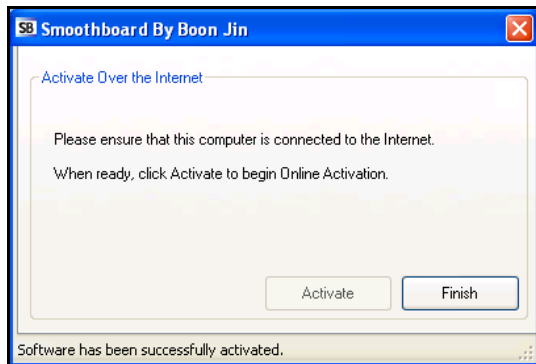
If the Internet connection is not available or the server connection is blocked, you may need to select the Manual Activation feature.



Click on the *Activate* button to begin the online activation.

If the License Key is invalid, it may be because the license key has been activated earlier on another computer.

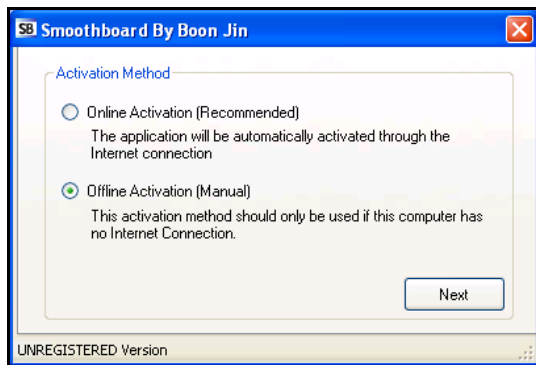
If the Server is Unreachable error status is shown, you may need to use the Manual Activation method.



When the online activation is successful, click on the *Finish* button.

The *Registered* version of Smoothboard will be launched.

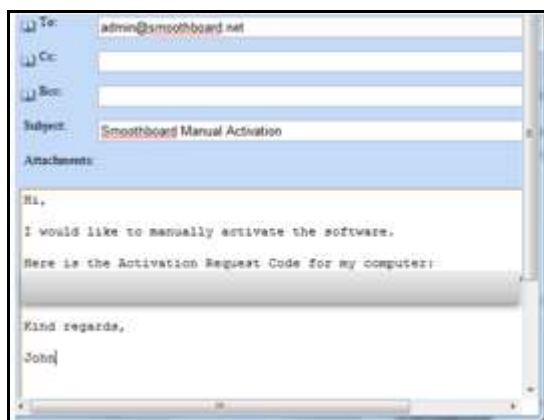
### 3.4.2 Offline Activation



If *Manual Activation* is required, select *Offline Activation* and click on the *Next* button.

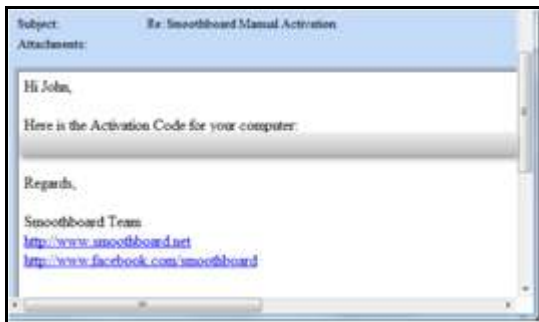


You will need to send the whole *Activation Request Code* to the Smoothboard Team at [admin@smoothboard.net](mailto:admin@smoothboard.net). If you have purchased the license from resellers, you may need to send to them directly.



Paste the *Activation Request Code* into a new email with the subject line as "*Smoothboard Manual Activation*" and send it to [admin@smoothboard.net](mailto:admin@smoothboard.net).

The Smoothboard Team will manually process the *Activation Request Code* and respond to you within one working day.



Copy the complete *Activation Code* from the email reply.



Paste the *Activation Code* into the corresponding field under *Manual Activation*.

Click *Activate* to complete the activation.



When the activation is successful, click on the *Finish* button.

The *Registered* version of Smoothboard will be launched.

### 3.5 Connect the Wii Remote

SmoothConnect will try to learn new Wiimote(s) or connect to pre-existing Wiimote(s). SmoothConnect will continue searching for new Wiimote(s) until there is a sufficient number of Wiimote(s).

To learn and connect a Wiimote,

1. Press and release the 1 and 2 buttons of the Wiimote simultaneously.
2. Repeat the above step about once in every 5 seconds until the Wiimote is fully connected.

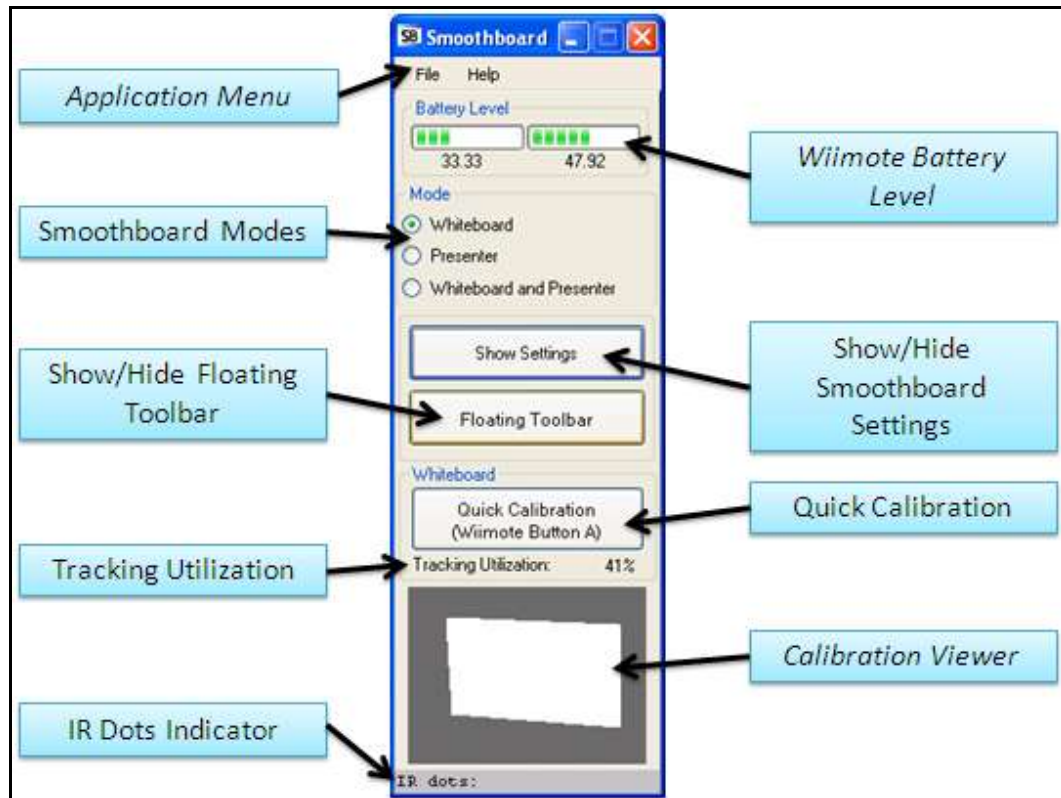


When the number of Wiimote(s) connected is sufficient, Smoothboard will be launched automatically.

If you have difficulties connecting the Wiimote, you may refer to [Chapter 7.4](#).

## 3.6 Using the Software

### 3.6.1 Main Window

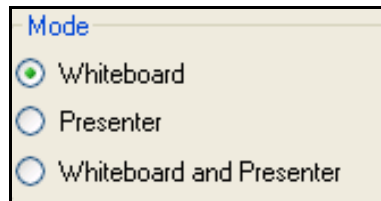


#### 3.6.1.1 Battery Level



For each connected Wiimote, the *Battery Level* will be shown. The battery level should be above 30% as low battery levels may cause frequent disconnection of the Wiimote. In addition, due to the frequent use of the Wiimote(s), the use of rechargeable batteries or [dedicated power supply](#) are recommended.

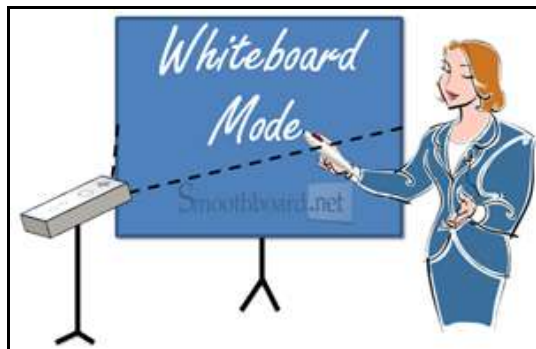
### 3.6.1.2 Mode



Smoothboard supports 2 different usages of the Wiimote, the *Whiteboard* mode and the *Presenter* mode. With the use of 2 Wiimotes, both the *Whiteboard* mode and *Presenter* mode can be used simultaneously.

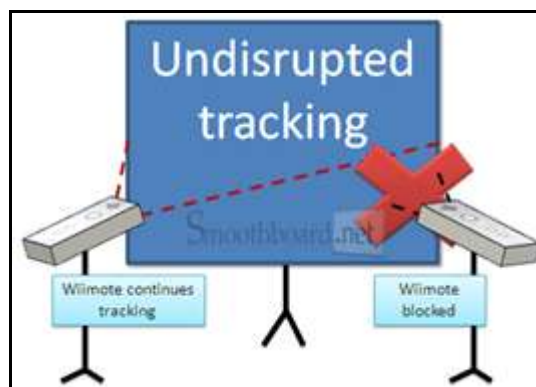
#### Whiteboard Mode

The *Whiteboard* mode allows you to transform your screen surface into an interactive whiteboard. This can be done by facing the Wiimote towards the screen and using an IR pen on the screen.

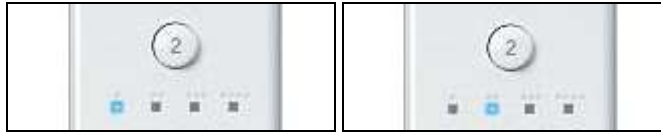


If two Wiimotes are configured and connected, both Wiimotes can be used simultaneously to improve tracking accuracy and reliability.

The *Secondary* Wiimote will act as a redundant backup for the *Primary* Wiimote if the *Primary* Wiimote's line-of-sight is blocked. This will ensure continuous tracking even when the IR pen is not detected by one of the Wiimotes.



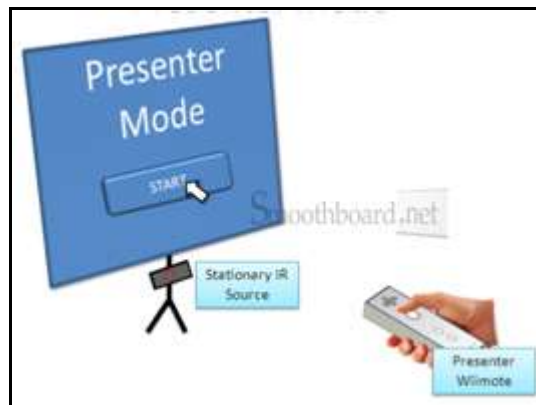
This mode can be used to enhance tracking accuracy for large screens where the *Primary* and *Secondary* Wiimotes track separate areas of the screen.



The Primary and Secondary Wiimotes can be distinguished by looking at the Blue LEDs on the face of the Wiimote. The Primary Wiimote has the first Blue LED lighted while the Secondary Wiimote has the second Blue LED lighted.

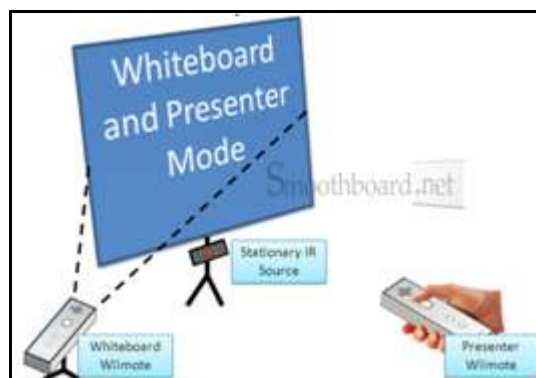
### Presenter Mode

The *Presenter* Mode allows you to control your computer away from the screen by holding the Wiimote. If you have a stationary always-on IR source placed at the screen, you will be able to control your mouse cursor with the Wiimote. The buttons on the Wiimote can be mapped to the mouse buttons, keyboard keys and even other tasks.



### Whiteboard and Presenter Mode

This mode requires the use of two Wiimotes, the *Primary* Wiimote for the *Whiteboard* mode and the *Secondary* Wiimote as the *Presenter* Wiimote.



## 3.7 Main Window

### 3.7.1 Quick Calibration

Click on the Quick Calibration button to start calibrating the Primary Wiimote.

### 3.7.2 Tracking Utilization

The Tracking Utilization is the ratio of the calibrated screen area against the Wiimote's field of view.

Better tracking accuracy of the IR pen can be achieved by ensuring high tracking utilization. Generally, tracking utilization of above 40% is recommended.

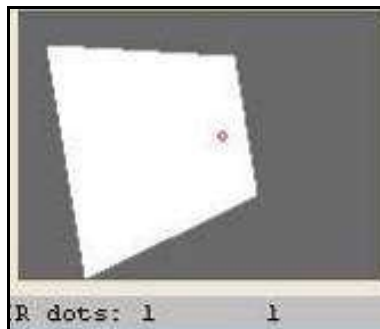
### 3.7.3 Calibration Viewer

The *Calibration Viewer* allows you to visualize the calibrated screen area within the field of view of the Wiimote. This tool is useful during calibration to determine the adjustments required for the optimal position of the Wiimote.

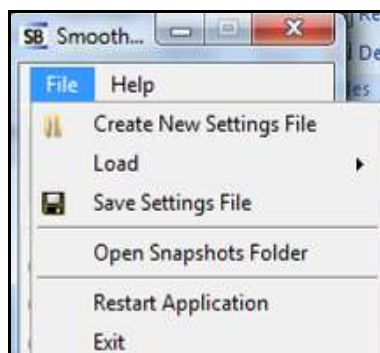
The detected IR dots will also be shown in this viewer in real-time.

### 3.7.4 IR Dots Indicator

The IR Dots indicator displays the number of IR dots detected by each Wiimote. This is useful to determine stray IR sources that may be present even when the IR pen is not activated.



### 3.7.5 Application Menu



### 3.7.5.1 File

#### Create New Settings File

Create a new Smoothboard settings file that can be reused later.

#### Load

Load a pre-existing Smoothboard settings file.

#### Save Settings File

Save the current Smoothboard settings into the current settings file.

#### Open Snapshots Folder

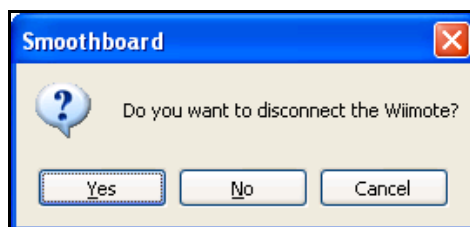
Open the folder containing the snapshots saved using the Annotation Toolbar.

#### Restart Application

Click on this menu item to restart Smoothboard. A confirmation dialog box will appear before the application restarts.

#### Exit

This will exit the application. Before exiting, a prompt will appear for you to select whether you would like to disconnect the Wiimote(s).



Click on *Yes* to disconnect the Wiimote(s). If you do not want to disconnect the Wiimote(s), click on *No*. Click on *Cancel* to continue using the application.

### 3.7.5.2 Help



#### Contents

The Smoothboard guide will be opened.

## Check for Update

Software will check for new updates of the Smoothboard software. If there is a new version available, the software will prompt to download the latest installer.



## About

The *About* window displays the software version and the registration state.

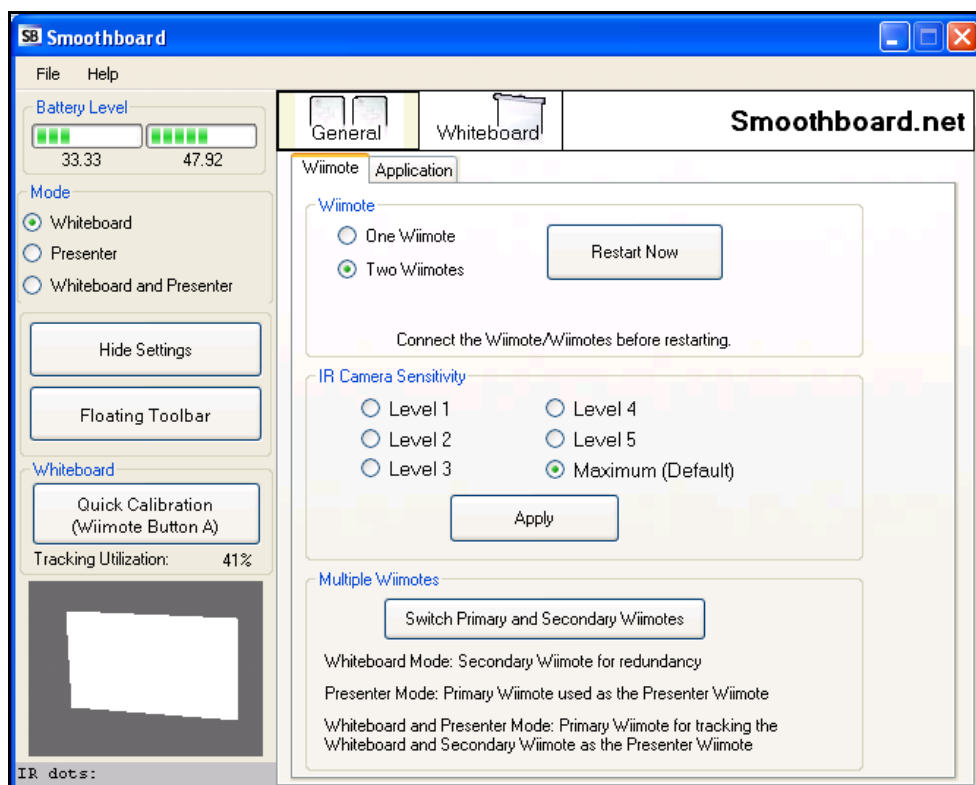


## 3.7.6 Settings

To show the advance settings, click on the *Show Settings* button. The *Main Window* will be expanded to show the settings. Click on *Hide Settings* to close the settings area.

### 3.7.6.1 General

The *General* settings allows you to configure Wiimote and application related configurations such as the number of connected Wiimote(s), and IR camera sensitivity.



#### 3.7.6.1.1 Wiimote Tab

##### Wiimote

Select the number of Wiimote(s) required.

SmoothConnect and Smoothboard will try to connect to the number of Wiimote(s) according to this setting.

After selecting, click on Restart Now for the configurations to take effect. If the Microsoft Bluetooth Stack is not used, you will need to connect the Wiimote(s) before restarting.

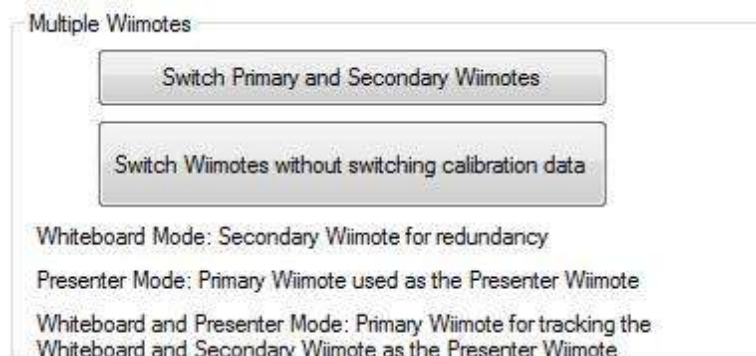
## IR Camera Sensitivity

Here you can select the sensitivity level of the Wiimote's IR camera.

By default, the sensitivity level is set to the Maximum. However, on certain cases you may need to lower the sensitivity level.

For example, if your presentation environment has ambient IR-light present such as from sunlight or lamps, you may need to reduce the sensitivity level until these stray IR sources are no longer detected.

## Multiple Wiimotes



### Switch Primary and Secondary Wiimotes button

This button allows you to switch between the *Primary* and *Secondary* Wiimote. The calibrations for the Wiimotes will also be switched and thus this feature is useful for those who are using the *Whiteboard* and *Presenter* mode.

For the *Whiteboard Mode*, the *Secondary* Wiimote is used for redundancy when the *Primary* Wiimote's line of sight is blocked.

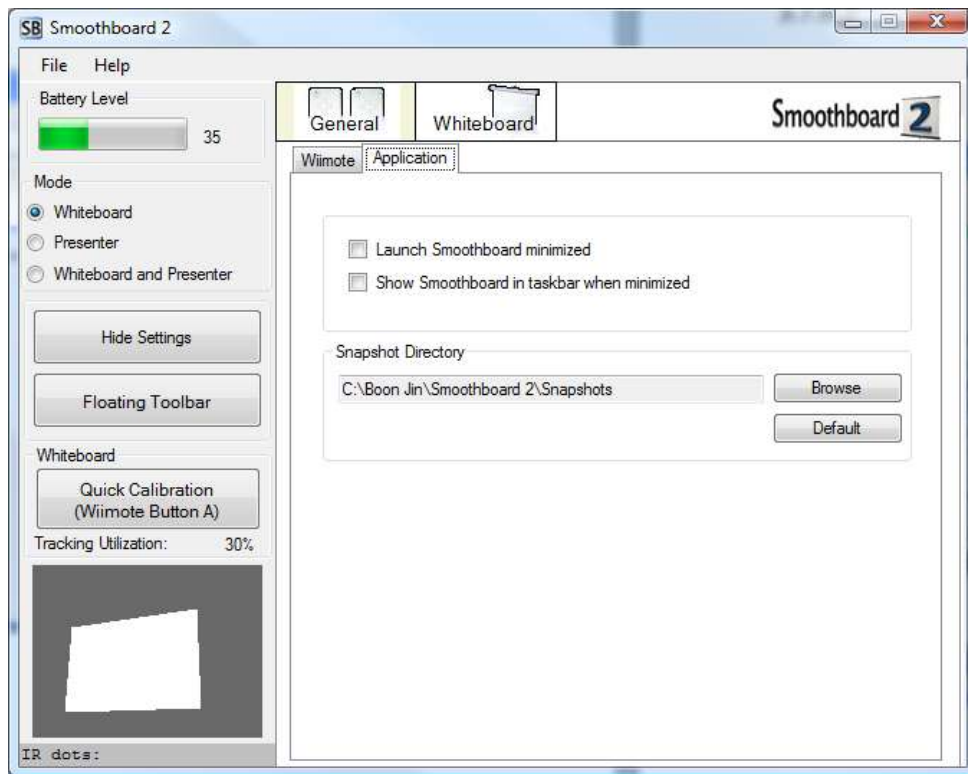
For the *Presenter* Wiimote, only the *Primary* Wiimote is utilized.

For the *Whiteboard and Presenter Mode*, the *Primary* Wiimote is for tracking the *Whiteboard* and the *Secondary* Wiimote is used as the *Presenter* Wiimote.

### Switch Wiimotes without switching calibration data

The button, *Switch Wiimotes without switching calibration data* can be used if you have a permanent setup with multiple Wiimotes where the Wiimotes occasionally mixed up between the *Primary* and *Secondary* Wiimotes. With this, you do not need to recalibrate if the Wiimotes are connected in a different order but you can just click this button.

### 3.7.6.1.2 Application Tab



## Application

### Launch Smoothboard minimized

This checkbox allows you to set Smoothboard to be minimized when Smoothboard is launched.

### Show Smoothboard in taskbar when minimized

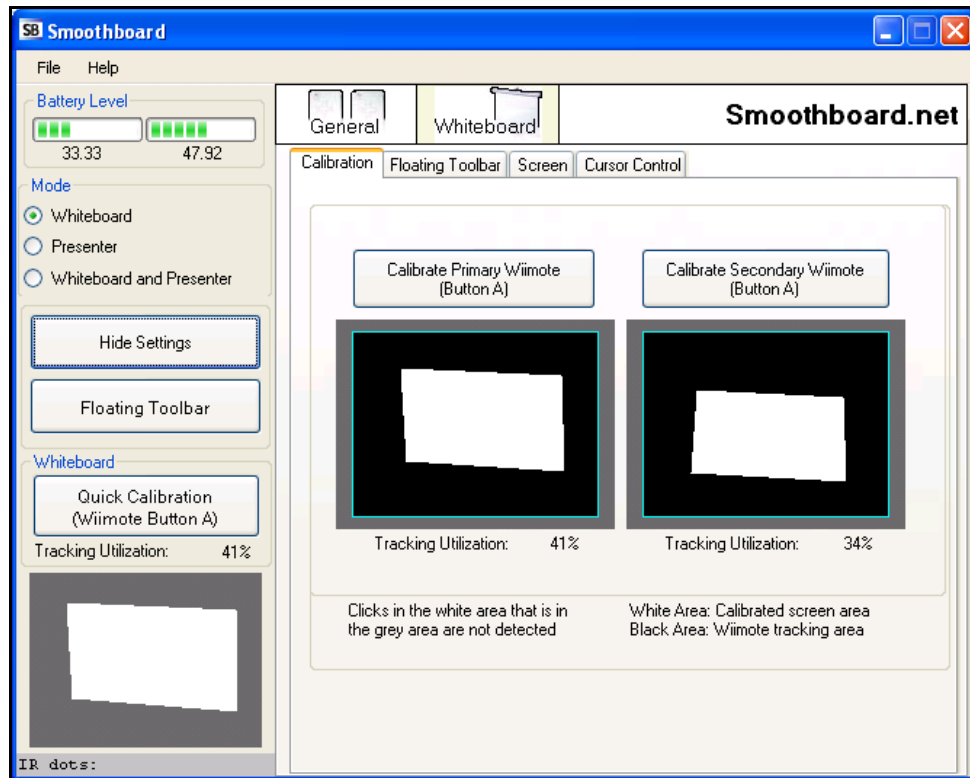
This checkbox allows you to show Smoothboard in the taskbar. This option will be useful for users who are unable to access the system tray icon.

### Snapshot Directory

The *Snapshot Directory* can be configured by browsing to the required folder. The default location is set to the *Snapshots* folder in the Smoothboard installation directory. Click on *Browse*, to select the folder required.

### 3.7.6.2 Whiteboard

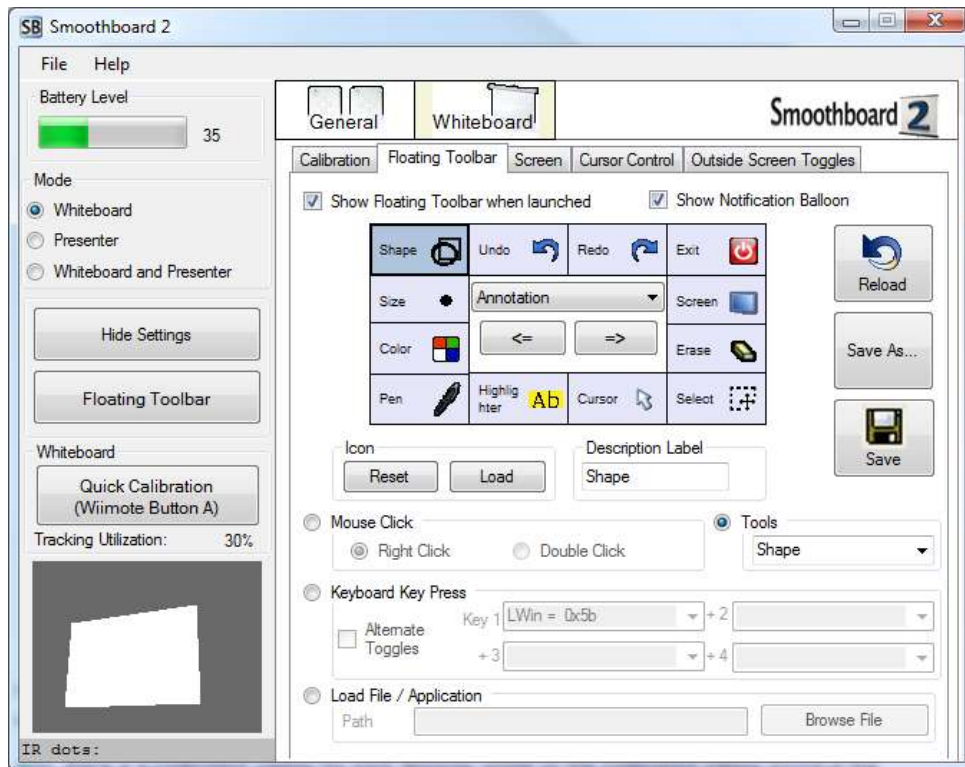
#### 3.7.6.2.1 Calibration Tab



In this tab, you are able to calibrate each Wiimote that is configured by clicking on the corresponding *Calibrate Wiimote* button.

Also, there is a *Calibration Viewer* for each Wiimote similar to the *Calibration Viewer* found in the Smoothboard's *Main Window*.

### 3.7.6.2.2 Floating Toolbar Tab



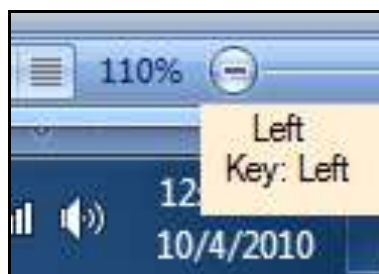
This tab contains the configurations related to the *Floating Toolbar* and *Outside Screen Toggles*.

#### Show Floating Toolbar when launched

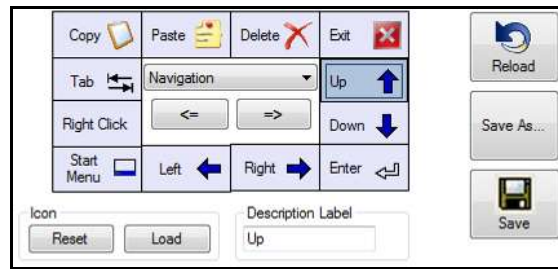
By default, the Floating Toolbar is shown when Smoothboard is launched. You are able to disable this by unselecting the *Show Floating Toolbar when launched* checkbox.

#### Show Notification Balloon Checkbox

The *Notification Balloon* which appears at the system tray shows the triggered button with the applicable key combination. This notification will be useful when the *Floating Toolbar* is closed and the user clicks on the *Outside Screen Toggles*.



## Toggle Area



Select the *Toggle Area* that you would like to modify. The configuration fields will be updated automatically with the values for the specific button.

## Icon

Click on *Load* to select an Icon file for the specific *Toggle Area*. The recommended resolution for the icon file (.ico) is 24 x 24.

If you do not wish to have an icon for the specific *Toggle Area*, click on the *Reset* button.

## Description Label

Enter the description that you would like to be displayed for the specific *Toggle Area*. The *Toggle View* will be automatically updated when you are editing the *Description Label*. Long descriptions can be separated into two lines by entering at least a space between the characters.

## Mouse Click

If you would like to have the next click as a Right Click or a Double Click, select this option.

## Keyboard Key Press

This option enables you to trigger a combination of key strokes on the keyboard.

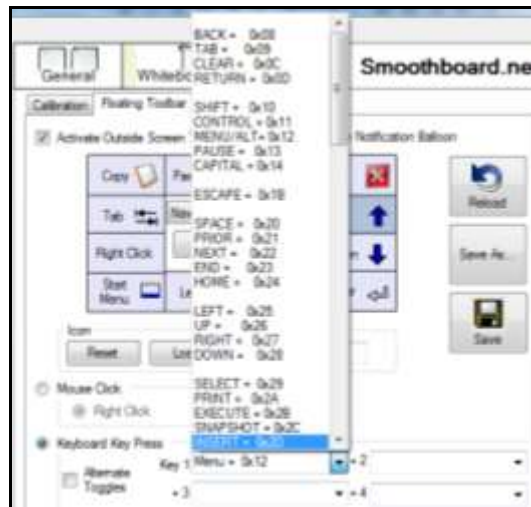
- **Alternate Toggles Checkbox**

Enable the switch between two different combinations of key strokes alternately. The first combination will be Key 1 and Key 2 while the second combination will be Key 3 and Key 4.

- **Key 1-4**

Select the required key stroke which can be a single key stroke or a combination of key strokes.

The key stroke can be chosen from the pre-defined list or generated automatically by just pressing the keyboard's key. You will just need to select a specific key (Key 1 to Key 4) and press on your keyboard the required key stroke.



## Load File/Application

The *Toggle Area* can be used to launch an application or open a file with the default viewer. For example, a PowerPoint file can be configured here and launched directly by clicking on the specific *Toggle Area*.

To select a file or application, click on the *Browse File* button and browse for the file in the dialog box.



**Reload**

Reload the saved settings for the specific *Floating Toolbar* settings. Unsaved changes will be lost.



**Save As...**

Save the current *Floating Toolbar* settings as a new file.

For the software to detect the *Floating Toolbar* settings file correctly, the settings file must be stored in the folder, `\Settings\Whiteboard Outside Screen Toggles`.



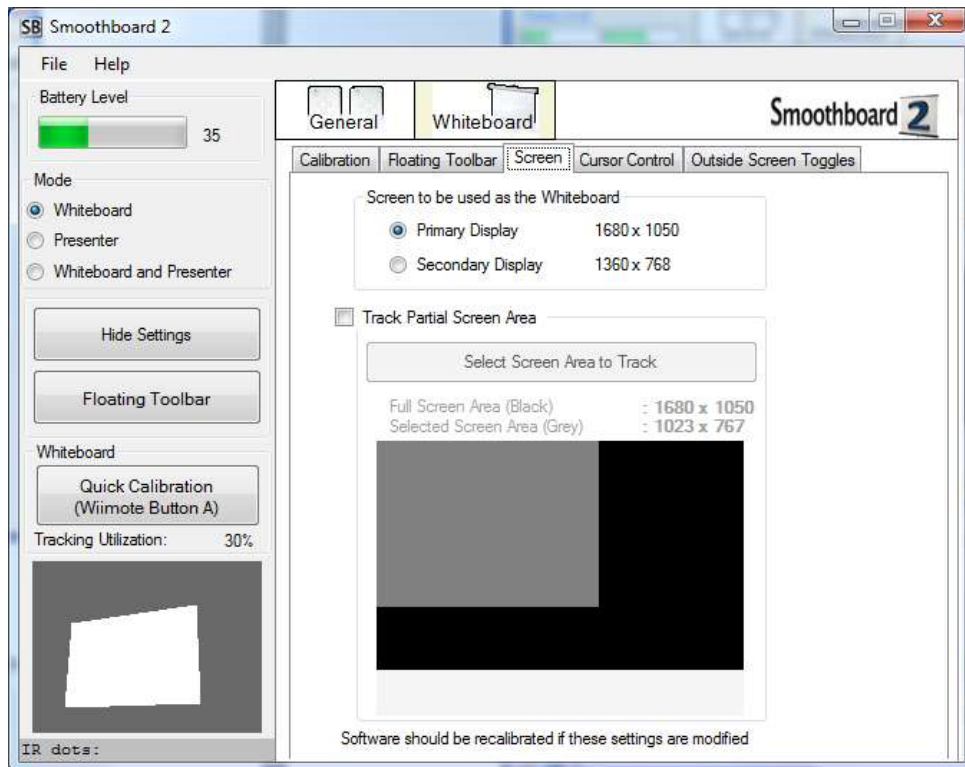
**Save**

Save the current *Floating Toolbar* settings.



**Warning:** Before switching to another settings file, always click on the *Save* button.

### 3.7.6.2.3 Screen Tab



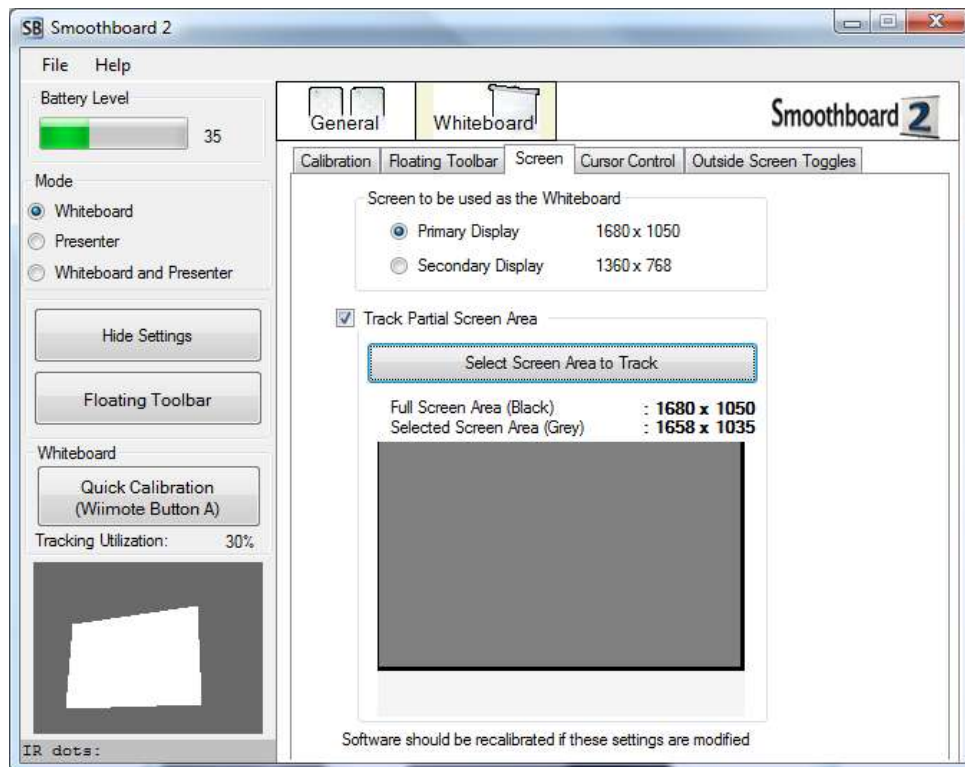
#### Screen to be used as the Whiteboard

If multiple displays are present, you will be able to select which display to be used as the calibrated Whiteboard.

Select the *Primary Display* or *Secondary Display* to be used as the Whiteboard.

#### Track Partial Screen Area

Smoothboard allows you to calibrate a fixed screen area instead of the full screen. This will be useful to limit users such as students from accessing outside of a certain application. This feature can also be used to set a small common area of the screen to be calibrated in a multiple Wiimotes set up where each Wiimote only tracks a portion of the screen and thus the calibration cannot be completed normally.

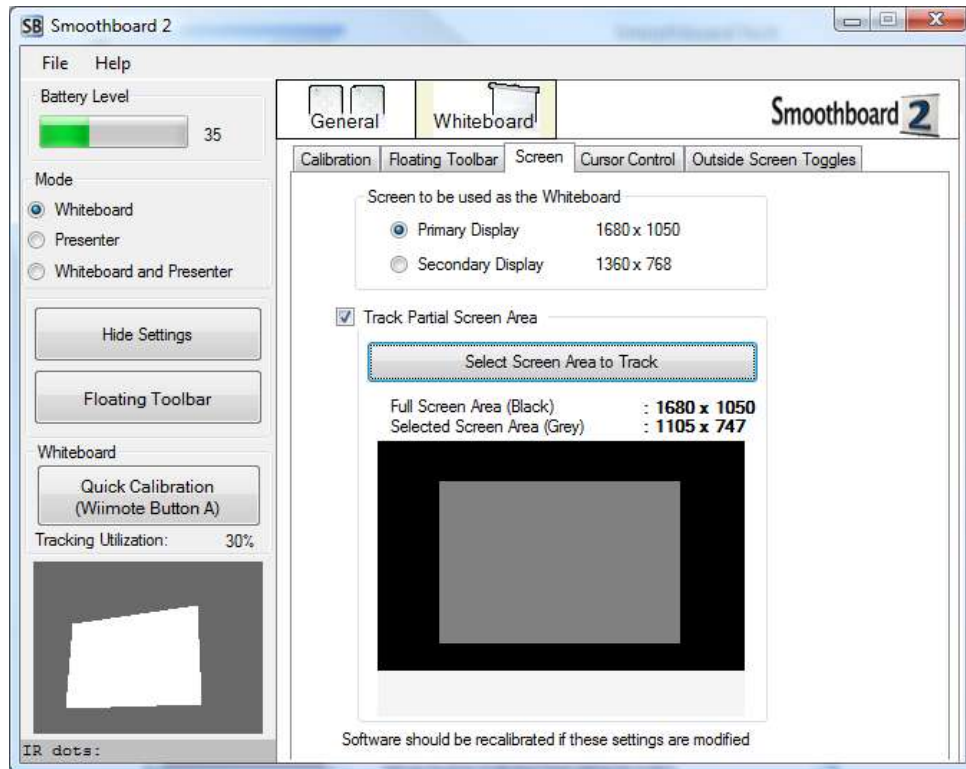


To enable this feature, select *Track Partial Screen Area* checkbox and click on the *Select Screen Area to Track* button.



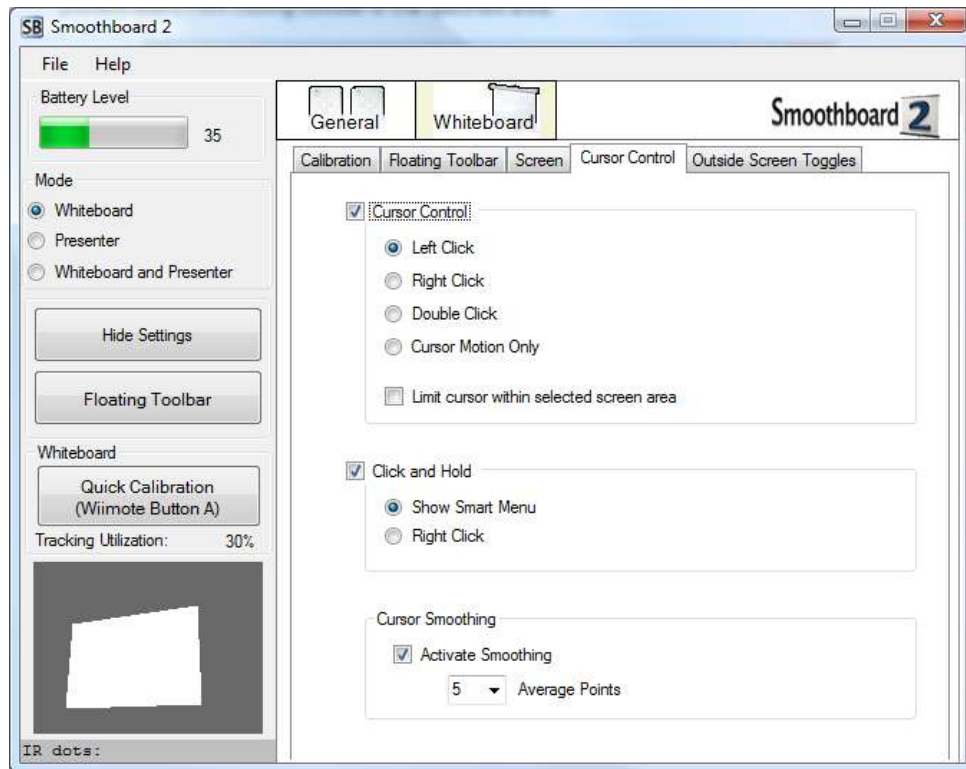
Now, you can use your mouse to click and drag the specific area on your screen that you would like to be tracked. Release the mouse button to complete the selection.

An example use case is to limit the tracking area within an application such as Microsoft Paint to prevent users from clicking outside of the specified area.



The screenshot above shows the selected screen area within the full screen area.

### 3.7.6.2.4 *Cursor Control Tab*



## Cursor Control

Activating this option will set Smoothboard to control the cursor based on the input from the IR pen.

### Left Click

Activating the IR pen will simulate the mouse left click.

### Right Click

Activating the IR pen will simulate the mouse right click.

### Double Click

Activating the IR pen will simulate clicking the mouse left button twice.

### Cursor Motion Only

The position of the IR pen will be tracked but clicks will not be simulated. This option is useful if you have a dedicated device that allows you to left click and right click.

### Limit cursor within selected screen area

This option will limit the simulated cursor position to be within the selected screen area. If a specific screen area is not selected, the cursor will be limited within the whole screen area.

## Click and Hold

Activates the Click and Hold functionality which will be triggered when the IR pen is activated on the same position for more than 1 second

## Show Smart Menu

Smart Menu will be shown when the user the Click and Hold function is triggered

## Right Click

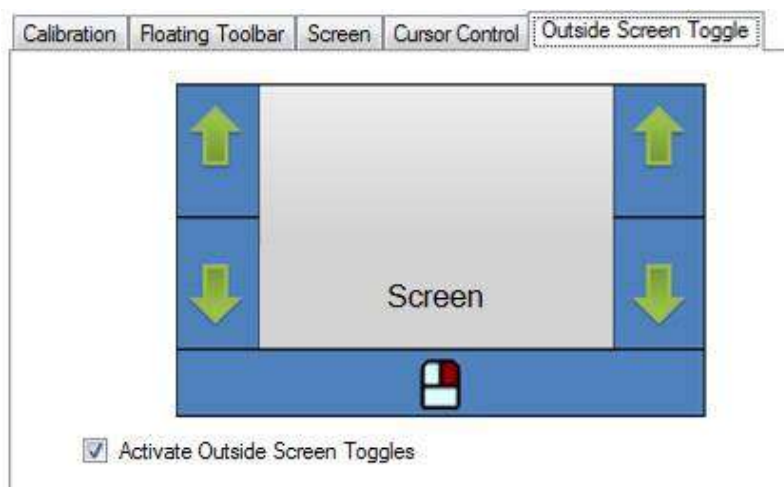
Right Click will be triggered at the position of the IR pen.

## Cursor Smoothing

To prevent jagged lines drawn with the IR pen, activate *Cursor Smoothing* and set the number of points to be averaged. The default value is 5 average points.

### 3.7.6.2.5 Outside Screen Toggle Tab

The *Outside Screen Toggle* allows you to use the area outside the screen region that is still tracked by the Wiimote.



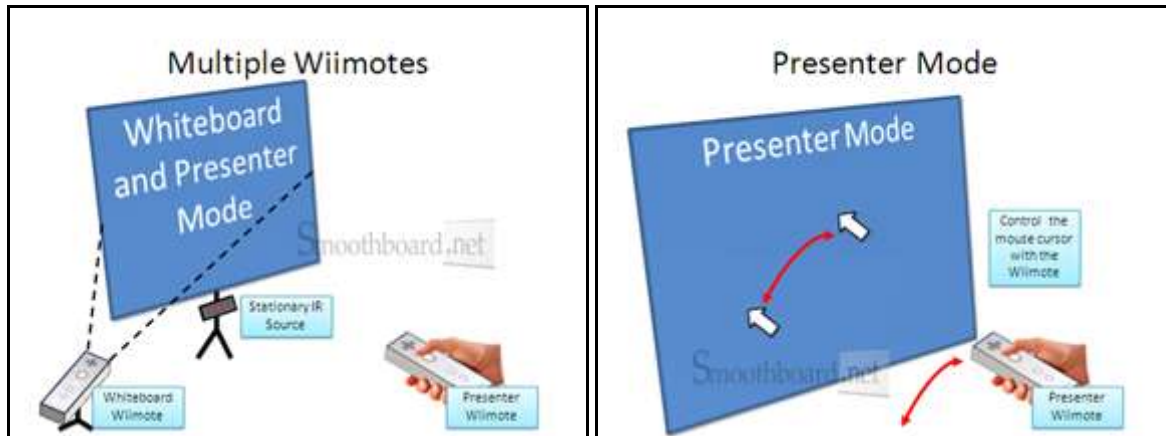
You are able to easily change slides during your presentation without interrupting the flow of the presentation by clicking on the sides of the screen. In addition, the Right Click toggle will be useful for most presentations and desktop navigations.

The Up and Down triggers support click and hold functionality where the key triggered will be automatically repeated if the IR pen remains activated in the area. This will be useful for scrolling down a long document or website.

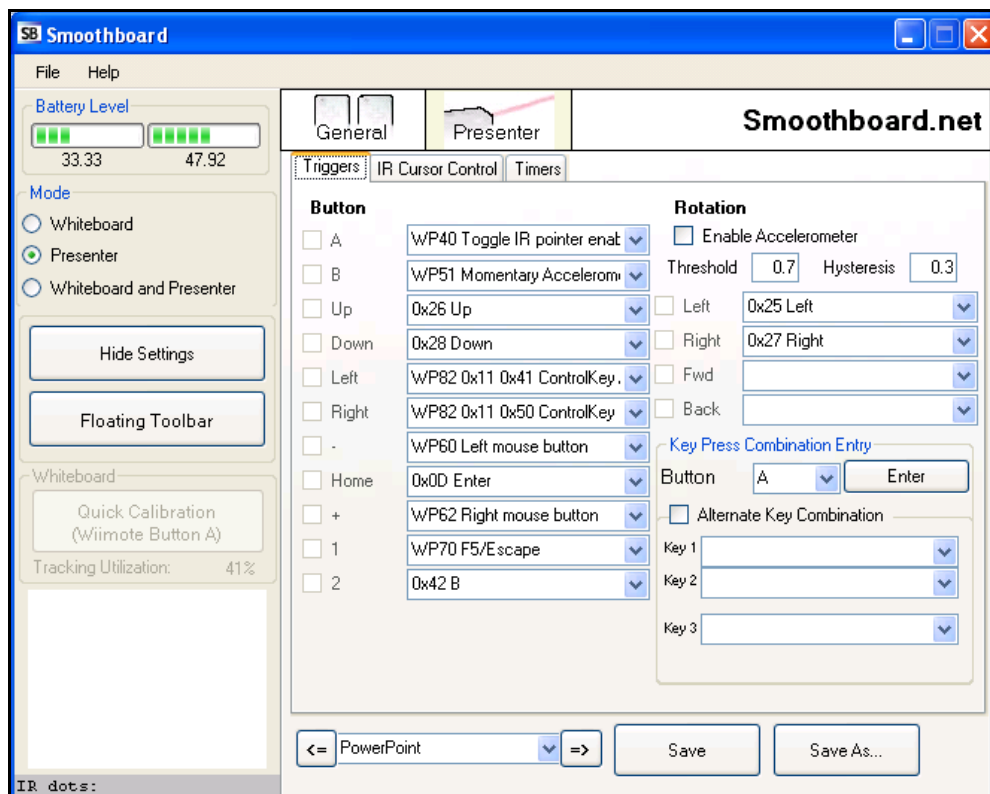
You can activate or deactivate the *Outside Screen Toggle* by going to *Settings->Whiteboard->Outside Screen Toggle*.

### 3.7.6.3 Presenter Tab

If the software is set to *Presenter Mode* or *Whiteboard and Presenter Mode*, the *Presenter* tab will be present. The *Presenter* configurations contain settings related to the *Presenter Mode* such as *Triggers*, *IR Cursor Control* and *Timers*.



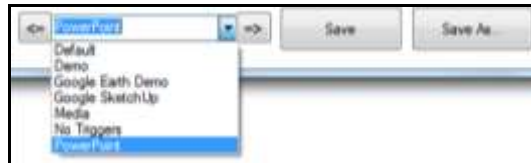
If you are using the *Presenter Mode*, you will be able to control your mouse cursor with Wiimote from afar with a stationary always-on IR source placed at the screen. By default, the – button corresponds to the Left mouse button, while the + button corresponds to the Right mouse button.



Select current *Presenter* settings file by clicking on the drop down menu or on the <= and => navigation buttons.

Click *Save* to store the current configurations.

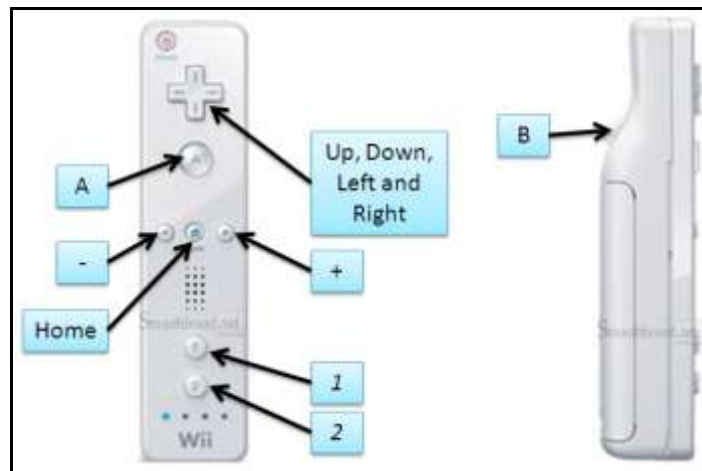
Click *Save As...* to create a new *Presenter* settings file with the current settings.



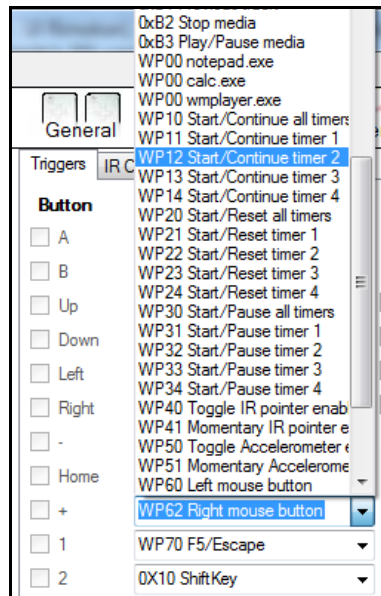
### 3.7.6.3.1 Triggers Tab

#### Buttons

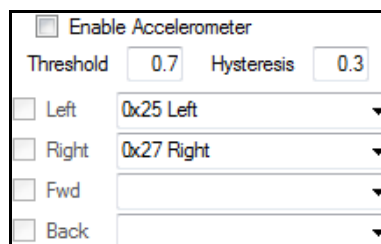
There are 11 configurable buttons on the Wiimote that can be individually set to trigger actions on the computer.



For each button, you can set the triggered action by selecting from the drop down menu. To automatically generate the required key press combination, refer to the *Key Press Combination Entry* tool.



## Rotation

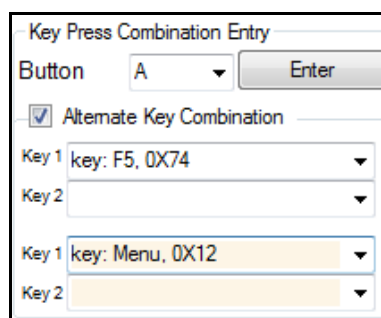


Enable the *Accelerometer* feature to use the motion of the Wiimote as a trigger. For example, rotating the Wiimote to the right can be set to the keyboard's *Right* key.

The *Threshold* and *Hysteresis* levels allow you to adjust the sensitivity of the triggers.

When a specific action is triggered, the checkbox next to the action will be checked.

## Key Press Combination Entry Tool

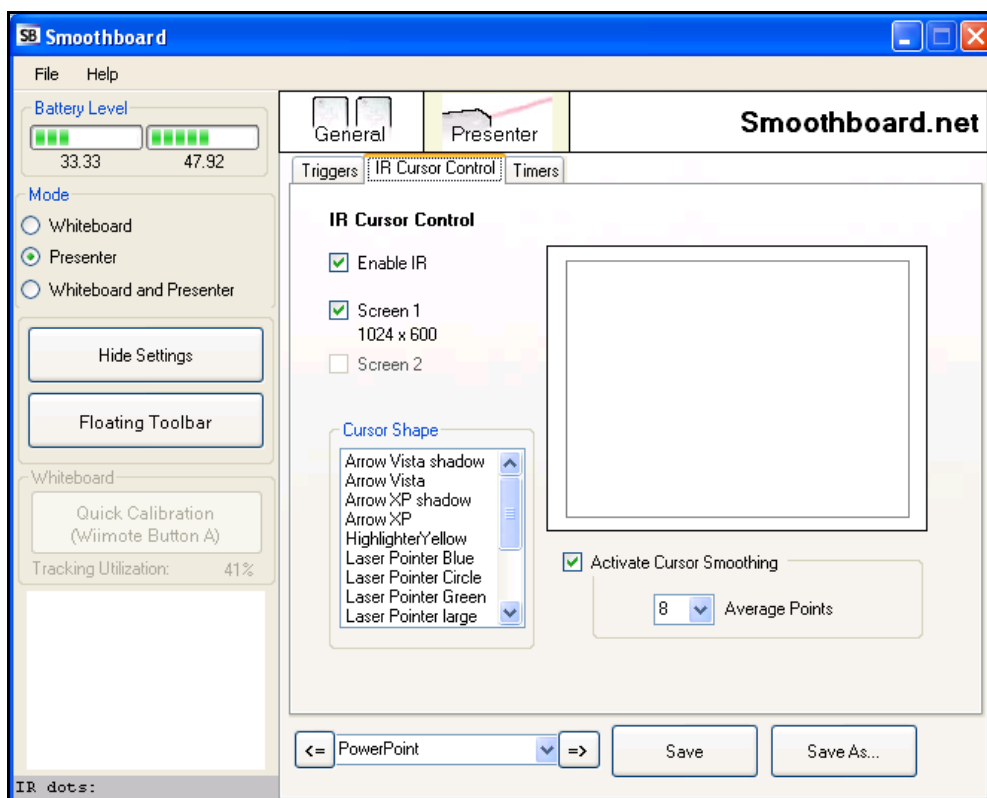


This tool allows you to automatically generate the Wiimote button triggers without the need to manually enter the key codes.

1. Select the *Button* you would like to modify by selecting from the drop down menu.
2. If alternate key presses are required, check the *Alternate Key Combination* checkbox.
3. Click on the required Key (1 to 3 for without *Alternate Key Combination* and two sets of 1 and 2 for with *Alternate Key Combination*).
4. Press the required key stroke on the keyboard and the software will automatically register the entry.
5. Repeat Steps 3 and 4 for the complete key press combination. For example, *Control + C* for the copy shortcut.
6. Finally, click on the *Enter* button to populate the respective button settings value.

### 3.7.6.3.2 IR Cursor Control Tab

The *Cursor Control* Tab allows you to configure your Wiimote to control the cursor.



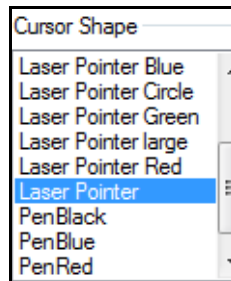
#### Enable IR

Activate or deactivate the cursor control feature using the Wiimote's IR camera.

## Screen 1 / Screen 2

Select the screens that you would like to control with the Wiimote's IR camera.

## Cursor Shape

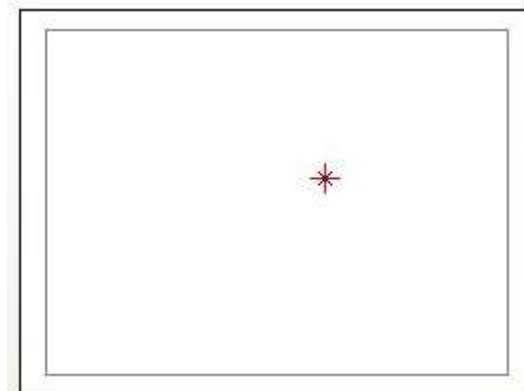


Change your current cursor pointer to obtain attention from your audience.

## Cursor Smoothing

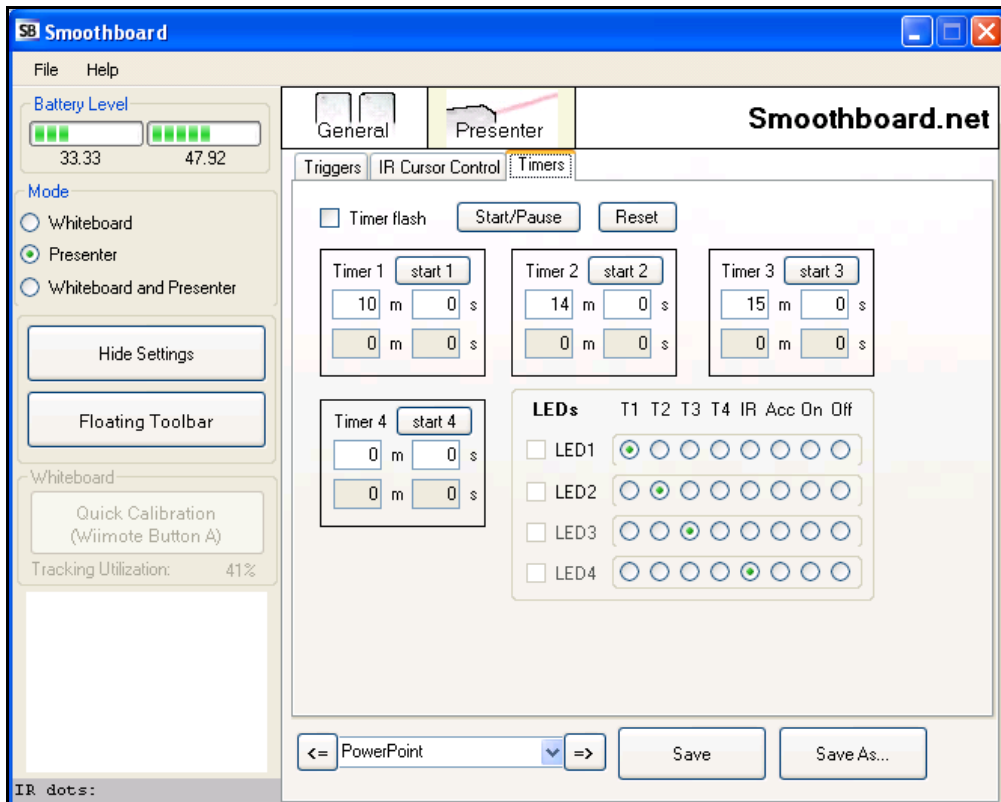
As you will be holding the Wiimote on your hand, clicking and drawing on the screen may be difficult due to shaking. Therefore, you may need to increase the number of *Average Points* for smoothing.

## IR Camera Viewer



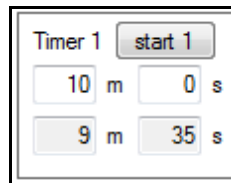
The IR dots seen by the Wiimote will be displayed on the *IR Camera Viewer* in real time.

### 3.7.6.3.3 Timers Tab



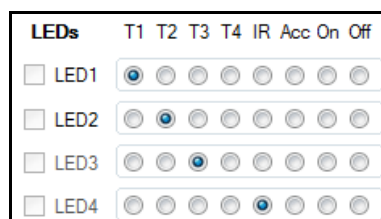
The Wiimote can be used as a timing indicator. For example, the Wiimote's Blue LEDs can be configured to flash when a specific time has been reached. The Wiimote will also vibrate to alert the presenter the current duration.

## Setting Timers



1. Enter the timer duration in minutes and seconds for up to 4 timers.
2. Click on *Start/Pause* to begin timers.
3. Click on *Start/Pause* to pause the timers at any time.

## Setting Blue LEDs



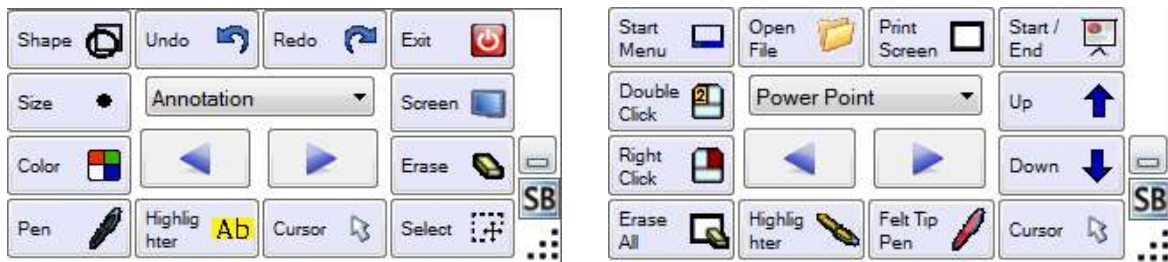
1. Associate each LED to an event such as a specific *Timer*.
2. When the specific *Timer*'s time is up, the associated Blue LED will be illuminated.

**Reset**

This will restart each *Timer*'s current duration.

## Chapter 4 Floating Toolbar and Smart Menu

### 4.1 Floating Toolbar



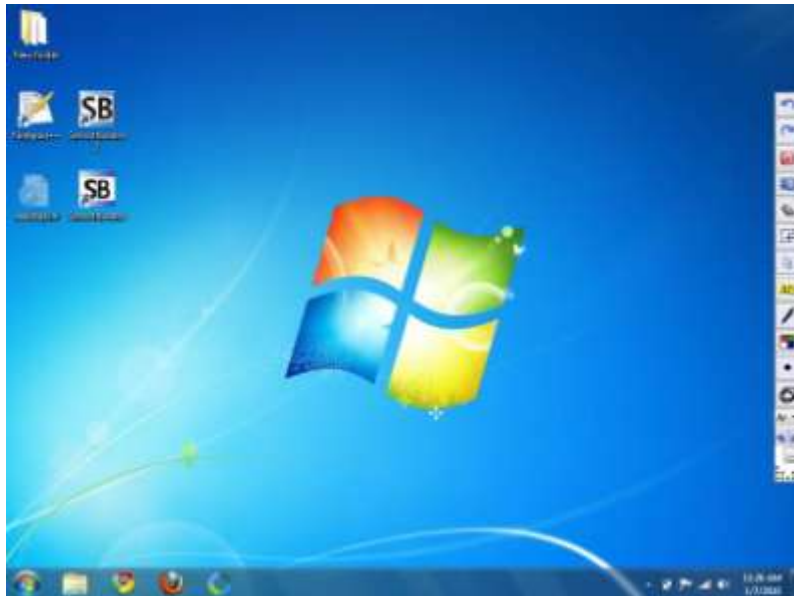
By default, we have included two settings files; *Annotation* and *PowerPoint*. These configurations can be switched by clicking on the *Left* or *Right* buttons in the center of the *Floating Toolbar*.

The 12 labeled regions in the *Floating Toolbar* can be triggered with an IR pen or a mouse. The Smart Menu will share the same set of triggers.

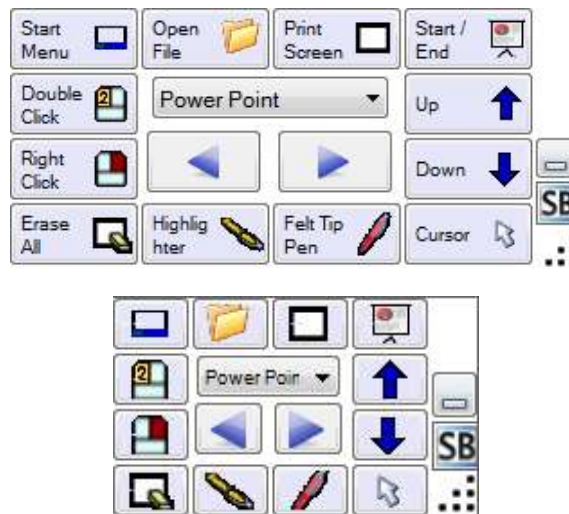
You are able to create additional settings files for specific users for other applications.

### 4.2 Floating Toolbar Resizing and Docking

The Floating Toolbar can be resized and docked to the sides of the screen.



To resize the Floating Toolbar, click and drag the corner of the Floating Toolbar.



The Floating Toolbar will automatically turn to a horizontal or vertical orientation while resizing.



After resizing, you can adjust the position of the Floating Toolbar by clicking on the SB icon or on any white space on the Floating Toolbar.

To minimize the Floating Toolbar, click on the Minimize button. The minimized Floating Toolbar can then be repositioned or maximized when required by dragging the icon.



## 4.3 Smart Menu

The Smart Menu is a new addition to Smoothboard that allows you to use the *Floating Toolbar's* features on any part of the screen without the need of the Floating Toolbar. In addition, the Smart Menu has Middle Click Scroll and Right Click functionality.



This feature will be useful for users who do not use the Floating Toolbar but would like easy access to the functions provided such as for Annotation and PowerPoint control.

### 4.3.1 Triggering Smart Menu

Smart Menu can be displayed by activating the IR pen on a specific spot on the screen for about 1 second.

When not in use, Smart Menu will automatically disappear and if you would like to display the Smart Menu again, you can click and hold the IR pen till the Smart Menu appears.




**Note:** *Smart Menu may not appear if the clicked position is near the Floating Toolbar as you will be able to directly click on the Floating Toolbar for this case.*

### 4.3.2 Using Smart Menu

As the functionality of the Smart Menu is similar with the Floating Toolbar, you can click on any of the 12 buttons to activate a specific functionality.

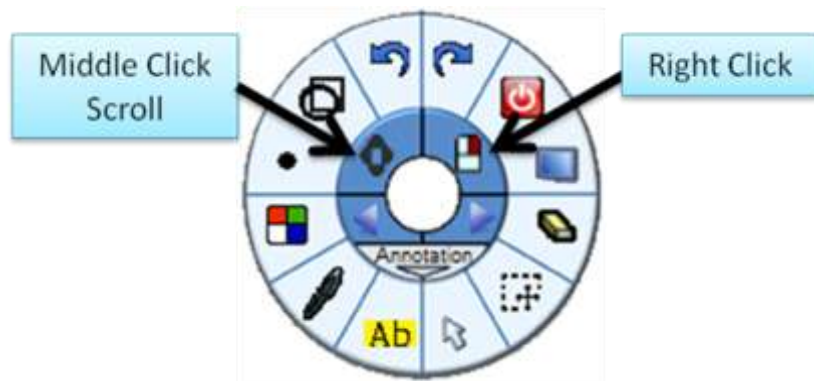
Certain buttons in the Annotation Menu has extended functionality such as the Color, Shape, Size and Screen Tool buttons.



 **Note:** *Some of the PowerPoint buttons are meant to be used only during a PowerPoint slideshow or outside a PowerPoint slideshow.*

### 4.3.3 Right Click and Middle Click Scroll

The two buttons at the centre allows you to trigger the Middle Click Scroll and Right Click.



If the Right Click button is chosen, a Right Click will be triggered on the original clicked position.

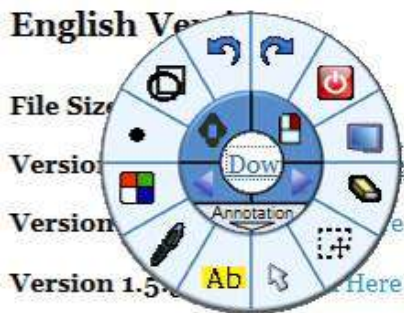
File Size: 1,453,584 bytes

Version 2.0.0.1: [Download Here](#)

Version 1.6.0.7: [Download Here](#)

Version 1.5.5.3: [Download Here](#)

Click and Hold on the position where you would like the Right Click to be triggered.



When Smart Menu appears, click on the Right Click icon.

Version 2.0.0.1: [Download Here](#)

Version 1.6.0.7: [Do](#)

Version 1.5.5.3: [Do](#)

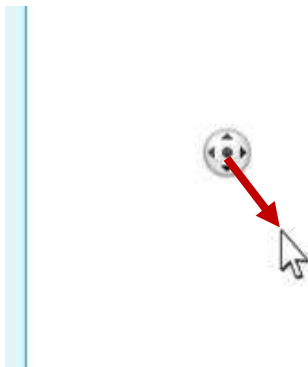
Open Link in New Window  
Open Link in New Tab  
Bookmark This Link  
Save Link As...

The Right Click will be triggered.

The Middle Click Scroll allows you to navigate a large document or website easily. This works similarly like an actual Middle Mouse button.



After selecting the Middle Click Scroll button, you can click and drag on any part of the screen to scroll.



Drag the cursor away from the center point and the document or website will scroll towards the same direction.

The further the cursor is away from the center point, the faster the scroll. When the cursor is at the center point, the scrolling will stop temporarily.

To stop scrolling, release the IR pen.



**Note:** *The Middle Click Scroll will work only in applications that support this functionality such as web browsers (Internet Explorer, Firefox, and Chrome) and document readers (Adobe Acrobat Reader, Microsoft Word).*

### 4.3.4 Switching Between Settings

All the Floating Toolbar's configurations are available in the Smart Menu. Therefore, by default we have included the Annotation and PowerPoint settings.



To switch between pre-existing settings, you can click on the Left/Right arrows or the area below the two arrows.



The drop down menu will display all the available settings files.

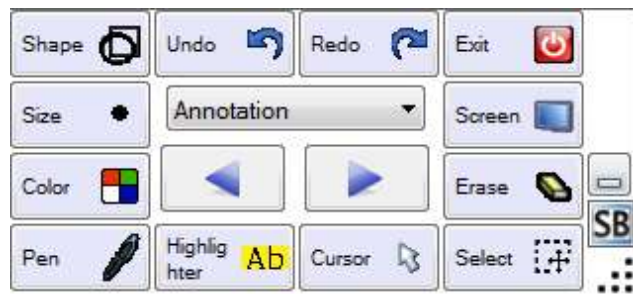
Click on the required settings file.



Smart Menu will now be switched to the chosen settings file.

## 4.4 Annotation

Smoothboard has a built-in Annotation features that allows you to write on top of any window with ease. The Annotation features can be accessed via the Floating Toolbar or Smart Menu.



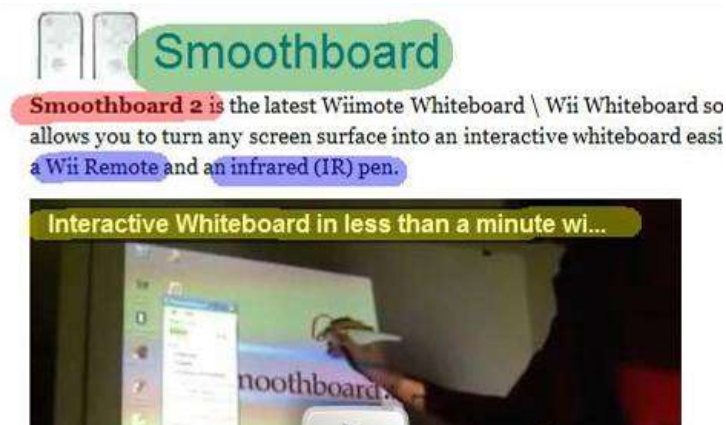
Pen

The *Pen* feature allows you to write directly on top of any window or document.



Highlighter

Similar to the *Pen* feature, the *Highlighter* feature allows you to highlight on your screen.



**Cursor**

If you would like your drawings to stay on the screen and control the cursor again, click on the *Cursor* button.

**Erase**

Click once to turn to *Eraser* mode where you are able to erase like an actual eraser.

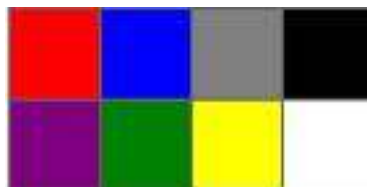
Click twice to *Erase All*.

**Undo/Redo**

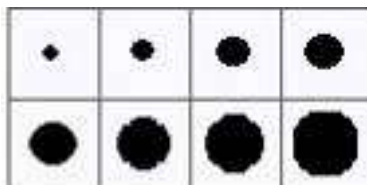
Undo to previous annotation states for up to 15 steps.

**Color**

Change the color of the Pen or Highlighter through the Color extended menu.

**Size**

Modify the size of the current *Pen* or *Highlighter* through the *Size* extended menu.

**Shape**

Switch between the various drawing modes available through the *Shape* extended menu.



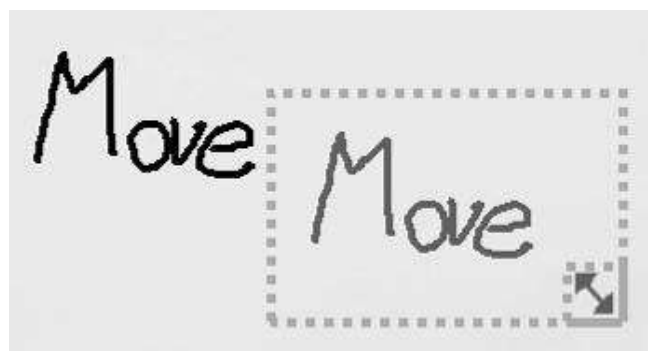
The current drawing mode can be seen on the Floating Toolbar or Smart Menu. In addition, the cursor will reflect the selected shape.



### Select

The Select tool allows you to select a portion of the screen to be moved or resized.

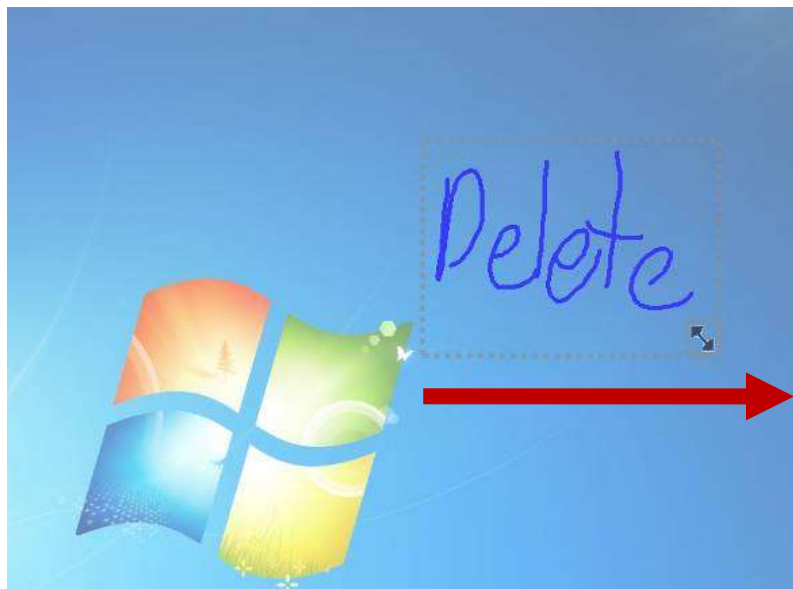
Click and Drag on any part of the screen to move the selected area.



If you would like to resize the selected area, click on the bottom right resize icon and drag to the required size.



The Select tool also allows you to remove a portion of the screen by selecting the region and then dragging the region out of the screen area.



**Tip:** To move the selected area, you can click and drag on any part of the screen.



## Screen

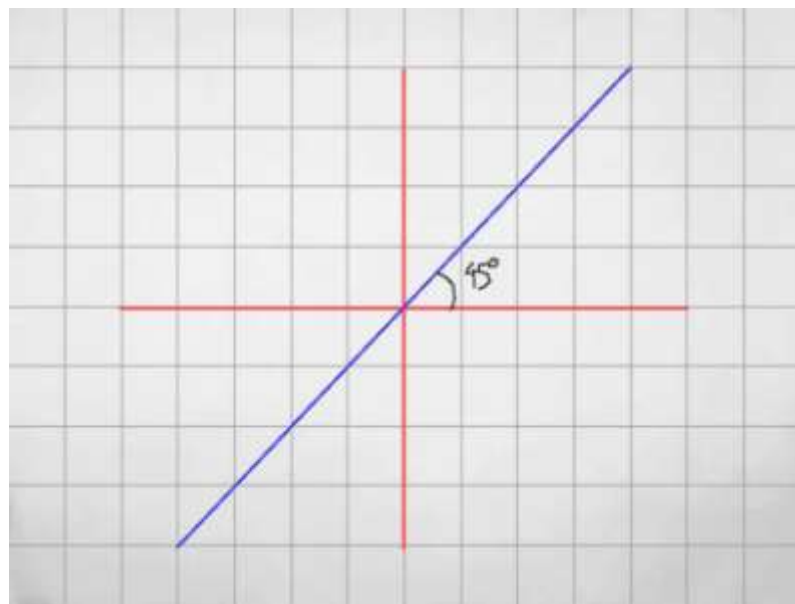
The Screen tool provides extended options to set the background overlay and also snapshot tools.



## ≡ Lines



## ☐ Grid





### White Background



### Black Background



### Clear Background

Removes the background that has been set



### Snapshot Whole Screen

The screenshots are saved in the *Snapshots* directory in Smoothboard's installation folder as a compressed JPEG file (.jpg) with a timestamp. If the *Notification Balloon* is enabled, it will display the screenshot's filename.



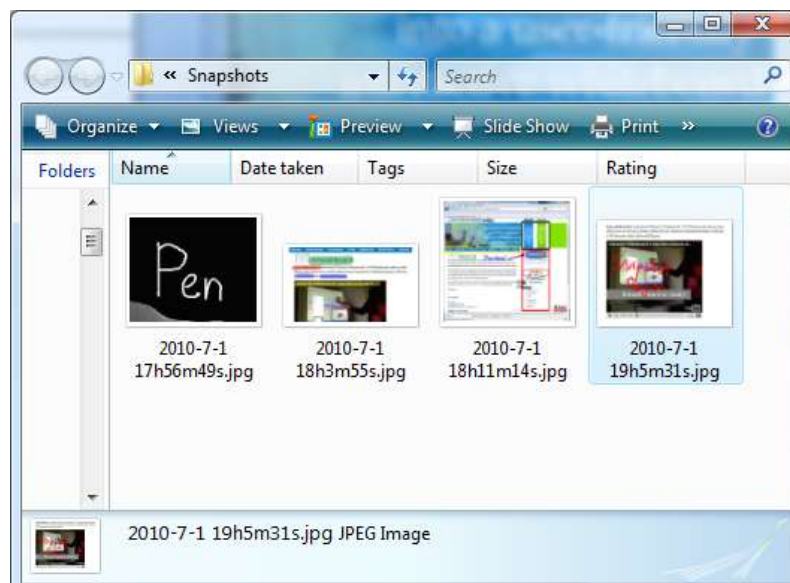
### Snapshot Specific Region



You can select the screen area you would like the snapshot to be taken.



### Open Snapshot Folder



You can retrieve the previously saved snapshots by clicking on the Open Snapshots Folder.

### 4.4.1 Annotation Context Menu

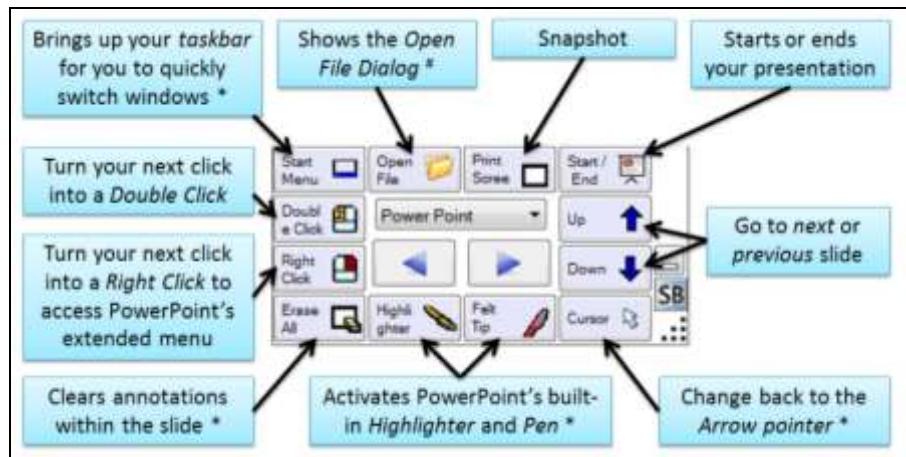
In *Annotation* mode, you can access the *Annotation* mode's context menu to quickly change tools or exit from the Annotation mode.

The context menu can be accessed by right clicking on the white canvas area or on the drawn area.



## 4.5 PowerPoint

The *PowerPoint Toolbar* allows you to control your presentation with ease.



**Erase All\***

Erase all the annotations on the screen



**Highlighter\***

The *Highlighter* feature allows you to highlight on your PowerPoint slide



**Felt Tip Pen\***

The *Pen* feature allows you to write directly on top of your PowerPoint slide



**Cursor\***

Change to PowerPoint's *Cursor* mode to use the IR pen like an ordinary mouse in the slideshow



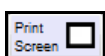
**Up and Down**

Go to the next or previous slides



**Start/End Slideshow**

Enter or exit slideshow mode for your PowerPoint presentation



**Print Screen**

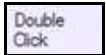
Takes a snapshot of the current screen similar to the Annotation's snapshot tool

**Open File<sup>#</sup>**

Load a PowerPoint file from your disk drive

**Taskbar<sup>\*</sup>**

Display the taskbar to switch windows easily and promptly

**Double Click**

Change your next click into a Double Click

**Right Click**

Turn your present click into a Right Click which allows access to PowerPoint's extended menu



**Note:**    *\* - Feature is only applicable within a PowerPoint slide show*  
              *# - Feature is not applicable within a PowerPoint slide show*

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## Chapter 5 Smoothboard Dongle Edition

### 5.1 Introduction

*Smoothboard USB Dongle* allows you to run the *Registered* version of Smoothboard on different computers as long as the *Smoothboard USB Dongle* is plugged in.



*Smoothboard Dongle Pack* which includes the *Smoothboard USB Dongle* is a perfect companion for the on-the-go presenters who use different computers.

Teachers can also sign-out the *Smoothboard Dongle Pack* as the *Smoothboard USB Dongle* and the CD are conveniently placed in a hardcover box. The *Smoothboard Dongle Pack* can also be placed in classrooms where teachers share the same hardware such as the IR pen and Wiimote.

For more information, please visit <http://www.smoothboard.net/donglepack>.

## 5.2 Installation



Load the *Smoothboard Dongle Edition CD* into your computer. If your computer does not have a CD/DVD drive, contact us directly at [admin@smoothboard.net](mailto:admin@smoothboard.net) to request for the installer.



If prompted, run *Autorun.exe*



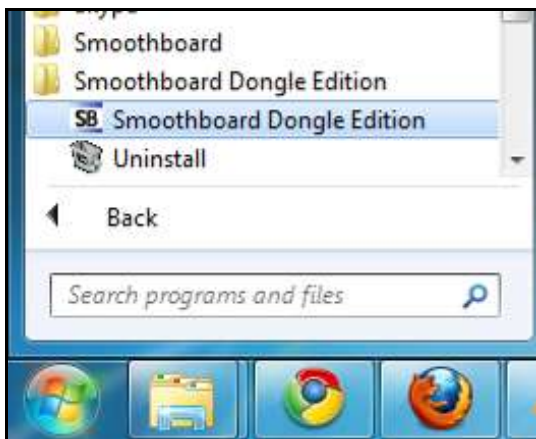
In the *Autorun* menu, select whether you would like to run the software directly from the CD or install on your computer.

It is recommended to install Smoothboard as the configurations and snapshots could be saved. Also, you will not need to use the CD to run Smoothboard in the future.



**Warning:** *Smoothboard USB Dongle only works with the Smoothboard Dongle Edition and not the mainstream Smoothboard version.*

## 5.3 Launching Smoothboard Dongle Edition



If installed, run the *Smoothboard Dongle Edition* from the Desktop or the Start Menu.

Alternatively, launch Smoothboard directly from the *Smoothboard Dongle Edition CD*.



If the *Smoothboard USB Dongle* is unplugged, the *Unregistered* version prompt will appear.

To remove the prompt, plug in the *Smoothboard USB Dongle* into an available USB port. Smoothboard will then continue to load automatically.



**Note:** *The Smoothboard USB Dongle can be plugged before launching Smoothboard.*

## 5.4 Using the Smoothboard Dongle Edition

The functionality of *Smoothboard Dongle Edition* is identical with the mainstream Smoothboard version.

Refer to the [Quick Start Guide](#) and [Complete Guide](#) for detailed information.



**Warning:** *If the software is launched directly from the CD, configurations and snapshots will not be saved.*



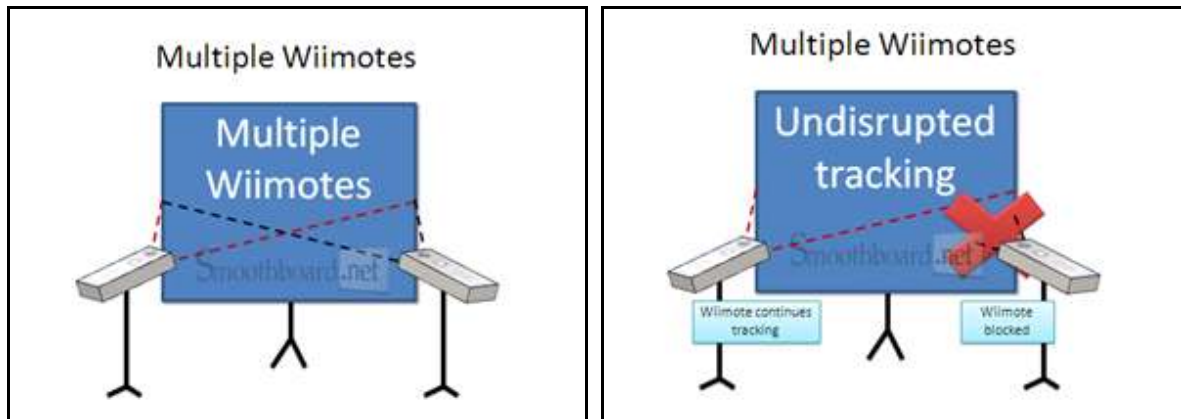
**Warning:** *Ensure that the Smoothboard USB Dongle is always plugged in while using Smoothboard.*

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## Chapter 6 Tips

### 6.1 Two Wiimotes in Whiteboard Mode

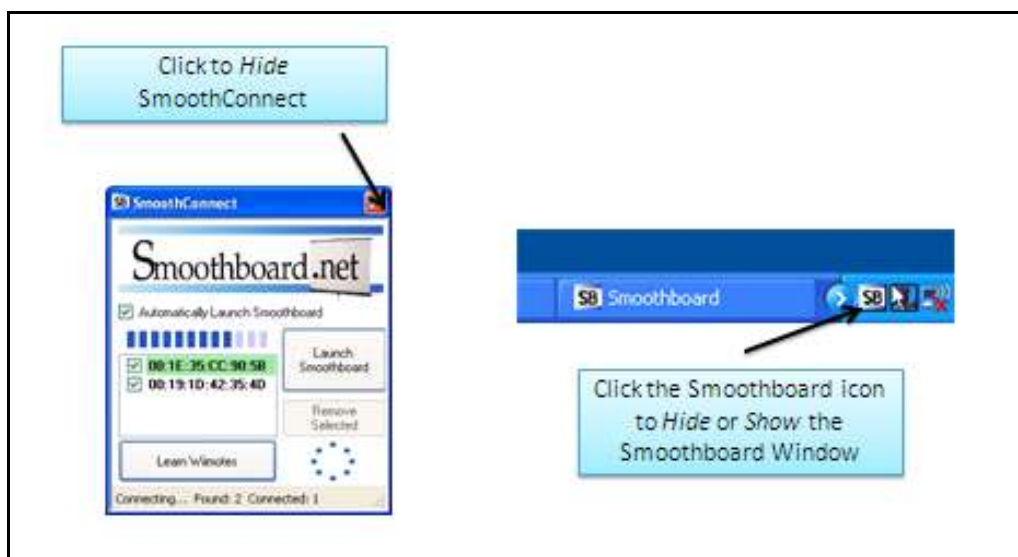
With the use of 2 Wiimotes simultaneously in Whiteboard mode, the secondary Wiimote acts as a redundancy for the primary Wiimote. This gives the advantage when the line of sight of the first Wiimote is being blocked; the secondary Wiimote will immediately take over the function of the primary Wiimote.



Refer to the [Mode](#) section for more information.

### 6.2 Hiding SmoothConnect

Click on the X button on the top right corner of SmoothConnect's window to hide SmoothConnect in the system tray. Alternatively, this can also be done by clicking on the Smoothboard icon on your system tray. SmoothConnect will silently continue to search and connect to your Wiimotes in the background.



To connect the Wiimote, just press the 1 and 2 buttons of the Wiimote simultaneously.

After the Wiimote is successfully connected, Smoothboard will be launched automatically.

## ***6.3 Remotely Power and Sync Wiimote***

To simplify the set up of your interactive whiteboard, you can power the Wiimote using a specialized power adaptor for your Wiimote. This will greatly reduce the need to manually recharge or change the batteries of the Wiimote.

Also, you can consider using a remote sync device to put the Wiimote into discovery mode.

The Wiimote power and sync solutions are provided by our resellers. For more information, visit <http://www.smoothboard.net/resellers>.

## Chapter 7 Common Issues

### *7.1 License Key not valid when activating online*

The online activation fails and shows that the license key is not valid. This may happen because the license key has been activated previously on another computer. The license key is tied to a specific computer and thus could not be activated on different computers.

#### **Solution**

If you are planning to use the software on different computers, you may want to consider using the Smoothboard USB Dongle. The Smoothboard USB Dongle allows the Registered version of Smoothboard on any computer as long as the USB Dongle is plugged in. For more information, please visit <http://www.smoothboard.net/donglepack>.

In the case that you have difficulties with the license key on the same computer, please do directly contact us at [admin@smoothboard.net](mailto:admin@smoothboard.net) with your license key and issue faced. The Smoothboard Team will handle the issue on a case-by-case basis.

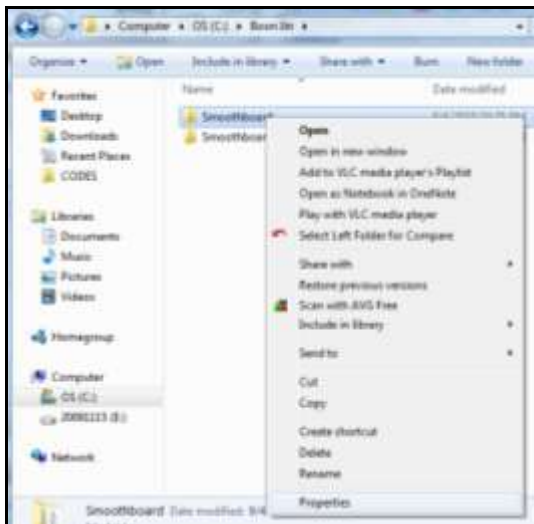
## 7.2 Unregistered Version appears when running Smoothboard on different user accounts

If different user account types are used to access the software, the software may not be able to recognize the computer's configurations.

### Solution

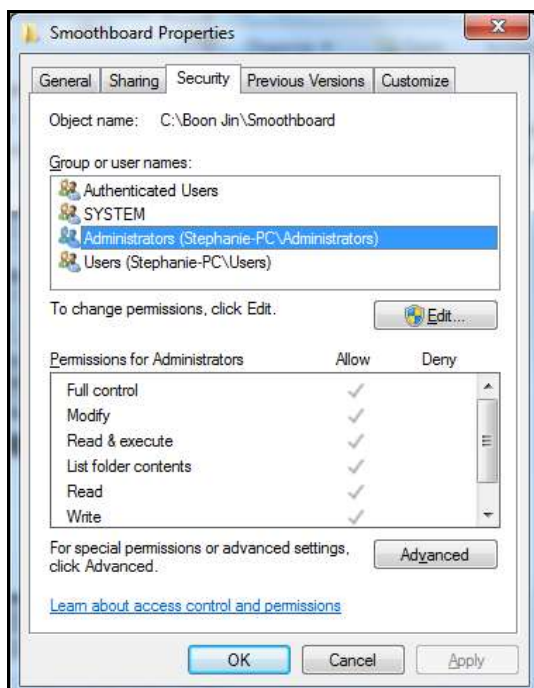
Ensure that the user account has full read and write access to the Smoothboard folder. By default, the installation directory is `C:\Boon Jin\Smoothboard`.

For Windows Vista or Windows 7 computers, the following configurations may apply.



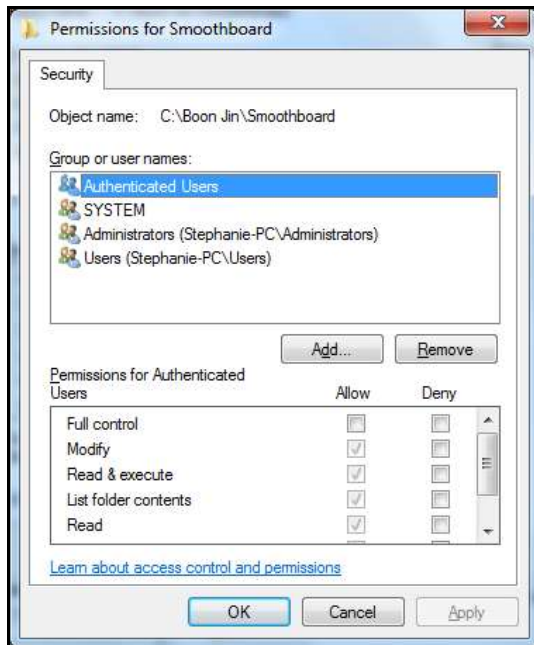
In Windows Explorer, browse for the Smoothboard folder. The default directory is `C:\Boon Jin\Smoothboard`.

Right click on the Smoothboard folder and select *Properties*.

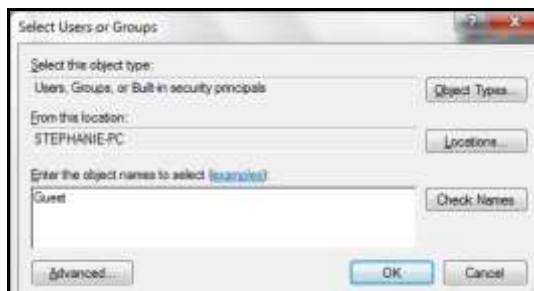


Select the *Security* tab.

If the Group or user name of the Smoothboard user is not present or the *Modify*, *Read & execute*, *List folder contents*, *Read*, or *Write* permissions is not allowed, you will need to change the permissions by clicking on the *Edit* button.



If the Group or user name is not present, you can add the users by clicking on the *Add...* button.

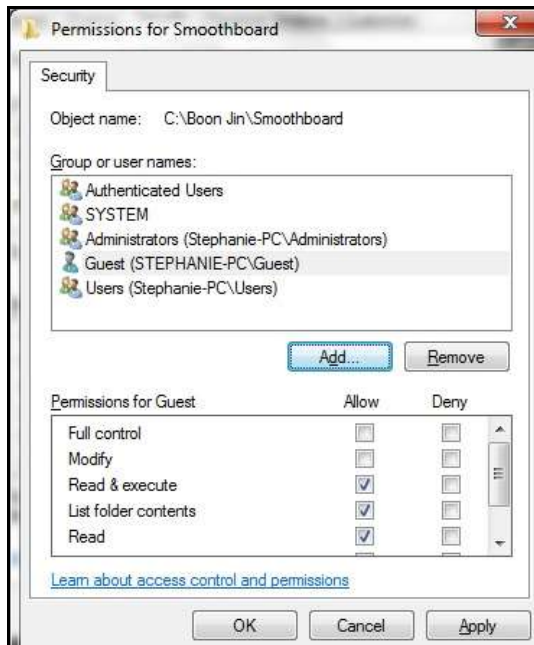


Enter the Users or Groups that you would like to be added. In this example, the Guest account is added.



Click on *Check Names* to validate the Group or User.

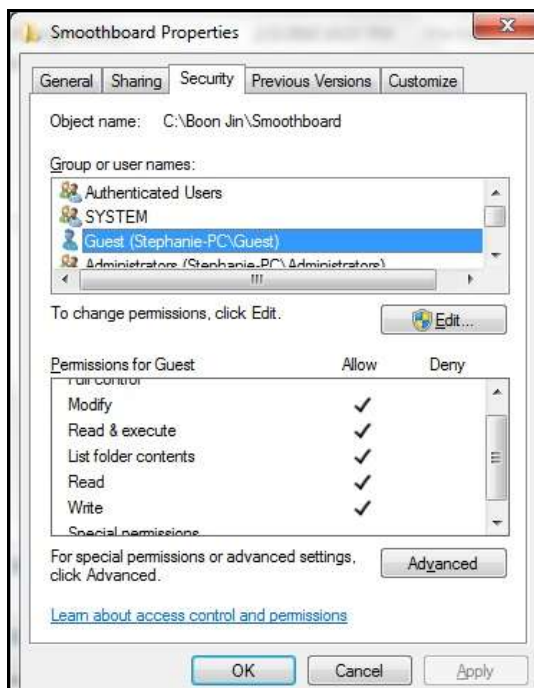
Click on the *OK* button.



Select the permissions for the specific user account to allow the following:

- Modify
- Read & execute
- List folder contents
- Read
- Write

When complete, click on *Apply* and *OK*.



Review the permissions and click on the *OK* button when complete.

## 7.3 SmoothConnect does not appear

If SmoothConnect does not appear when Smoothboard is launched, it is because a Bluetooth radio device that uses the Microsoft Bluetooth Stack is not detected.

### Solution

Plug in a Bluetooth adaptor that uses the Microsoft Bluetooth Stack. This can be purchased from the Smoothboard resellers as listed on <http://www.smoothboard.net/downloads>.

If you have pre-existing Bluetooth stacks available, you may want to try to uninstall the Bluetooth stacks. On a Microsoft Bluetooth Stack compatible device, the Microsoft Bluetooth Stack should be automatically installed. If the Microsoft Bluetooth Stack is not installed, you can try to use the third-party tool from <http://www.bluetoothinstaller.com>.

## 7.4 Unable to connect to the Wiimote using SmoothConnect

While connecting the Wiimote, SmoothConnect may highlight the Wiimote's MAC address in green color temporarily but fails to connect to the Wiimote. This may be caused by the operating system failing to connect to the Wiimote due to device conflicts or the Wiimote switched off before the connection has been completely established.

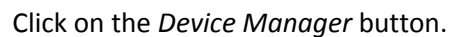
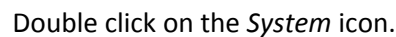
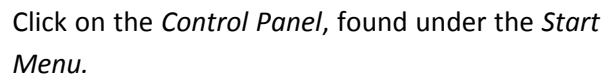


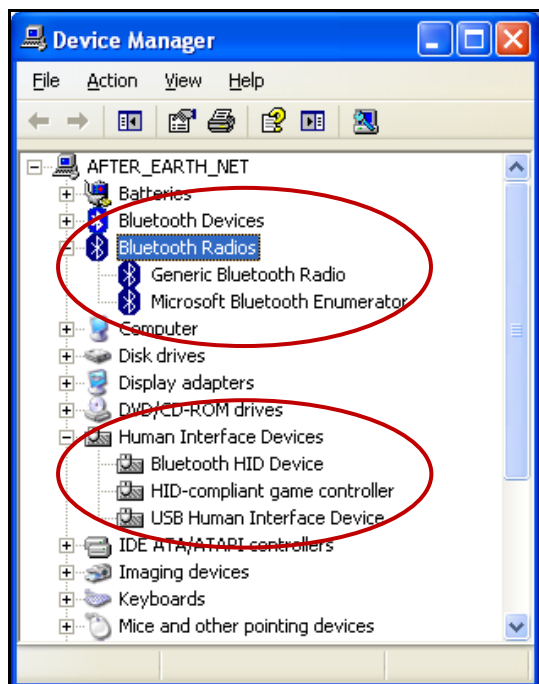
### Solution

Remove and reinsert the batteries of the Wiimote. Then, press the Red sync button to connect the Wiimote instead of the 1 and 2 buttons for the first time.

Ensure that you have repetitively pressed and depressed the buttons (1 and 2 buttons or Red sync button) until the device has been completely installed.

If the problem persists, you may need to troubleshoot the Device Manager as follows.





Expand the *Bluetooth Radios* and *Human Interface Devices* lists.

Check that there is no exclamation or warning symbols next to any of the devices.

If the operating system successfully connects to the Wiimote, there should be one *HID-compliant game controller* entry and one *Bluetooth HID Device* entry for each Wiimote.

In the event that the connection of the Wiimote still fails, you may want to try to remove the devices found in the Human Interface Devices list and try reconnecting the Wiimote.

If the Wiimote connection is still unsuccessful, you should try the Bluetooth adaptor and Wiimote on another computer to narrow down the cause of the issue. Faulty or non-genuine Wiimote(s) may be the cause of inconsistent connection to the computer.

For those who have issues connecting the Wiimote after following the tips provided, please do send to us the following details so that we are able to assist you:

- 1) Bluetooth Adaptor and Bluetooth Stack (Microsoft Bluetooth Stack/ Bluesoleil/ Widcomm).
- 2) Operating System (Windows XP/Vista/ Windows 7, 32-bit / 64-bit).
- 3) Error message shown when Smoothboard is loaded.
- 4) Screenshot of the expanded HID list in the Device Manager.
- 5) Post the above details to our Facebook Wiimote Connection Troubleshooting Discussion board at <http://www.facebook.com/smoothboard>. Alternatively, email us directly at [admin@smoothboard.net](mailto:admin@smoothboard.net). We will try to assist you as fast as possible.

## 7.5 No Skip Pass Key option when pairing the Wiimote

The pairing of the Wiimote does not require the use of passkey or security code. However, on certain versions of the Widcomm Bluetooth stack, the *Skip* option is not present.

### Solution

Press **Alt+S** on the keyboard to skip the prompt for the entry of the passkey.

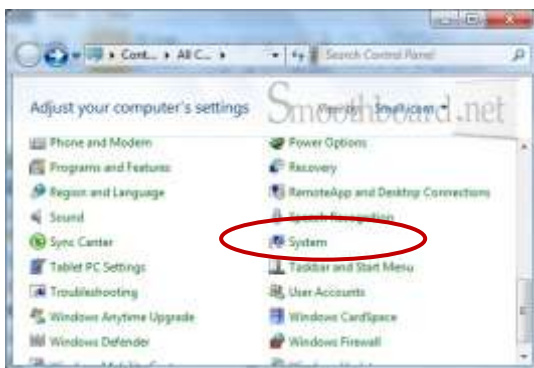
## 7.6 Connecting the Wiimote is slow and requires multiple attempts

If your Wiimote connection is slow and fails occasionally, it may be caused by Windows Update trying to search online for drivers. For Windows 7, the operating system has this option configured by default. As the installation process is longer due to Windows Update, the Wiimote may be switched off before the connection has been completed and thus causing the connection failure.

If installing the drivers from Windows Update is disabled and other configurations are set up correctly, the Wiimote should be connected in about 10 seconds each time.

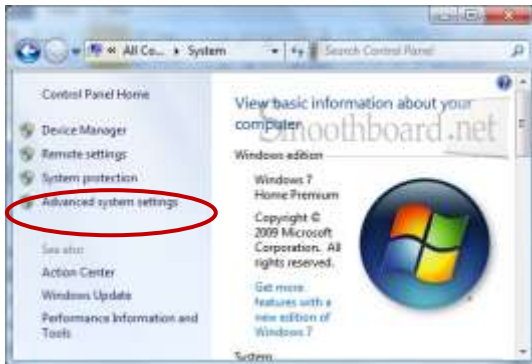
### Solution

Disable the automatic installation of drivers from Windows Update according to the following instructions.

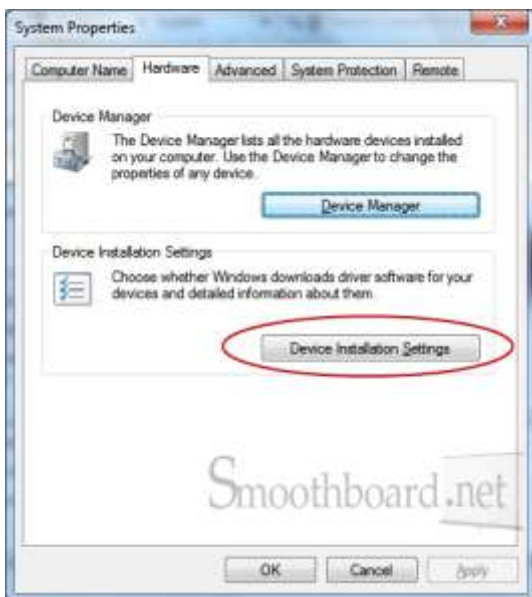


Open Control Panel

Click on System

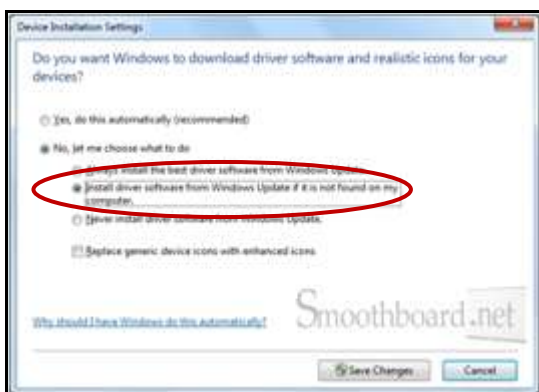


Click on *Advanced system settings*



In the System Properties window, select the Hardware tab

Click on *Device Installation Settings*



Select *No, let me choose what to do*

Select *Install device software from Windows Update if it is not found on my computer*

Click on the *Save Changes* button

## 7.7 Software becomes unresponsive when the On-Screen Keyboard is used

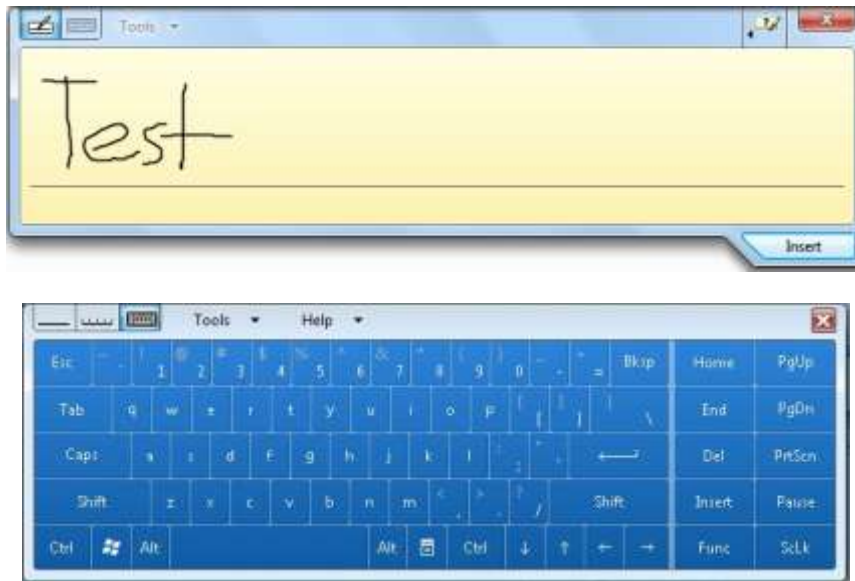
If you are using Windows Vista or Windows 7, the On-Screen Keyboard may be unresponsive to the input with the IR pen. This is because of the User Access Control (UAC) of the operating system

which prevents the software from accessing components of the operating system that requires elevated access rights.

## Solution

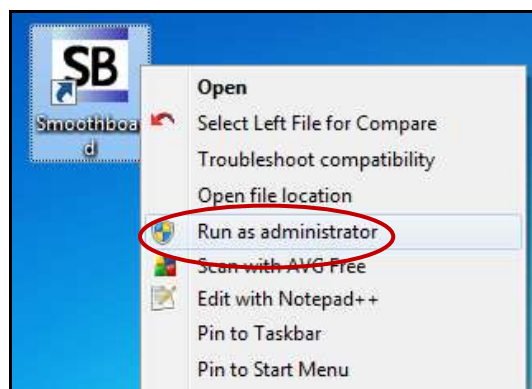
Use the *Tablet PC Input Panel* that can be accessed from *Start Menu->Programs->Tablet PC*.

To switch to the keyboard, you can click on the keyboard icon on the top left of the window.



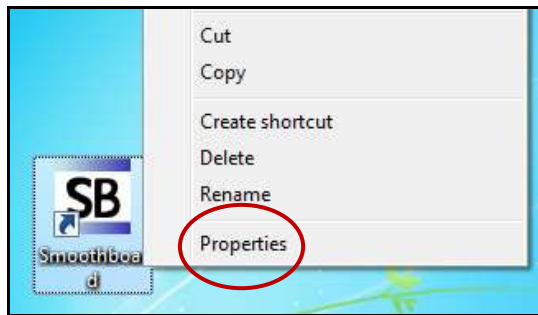
With the Table PC Input Panel, you should be able to use the On-Screen Keyboard and also handwriting recognition features.

Alternatively, launch Smoothboard as an administrator by right clicking the Smoothboard icon and select *Run as administrator*. When the UAC prompt appears, select Yes.

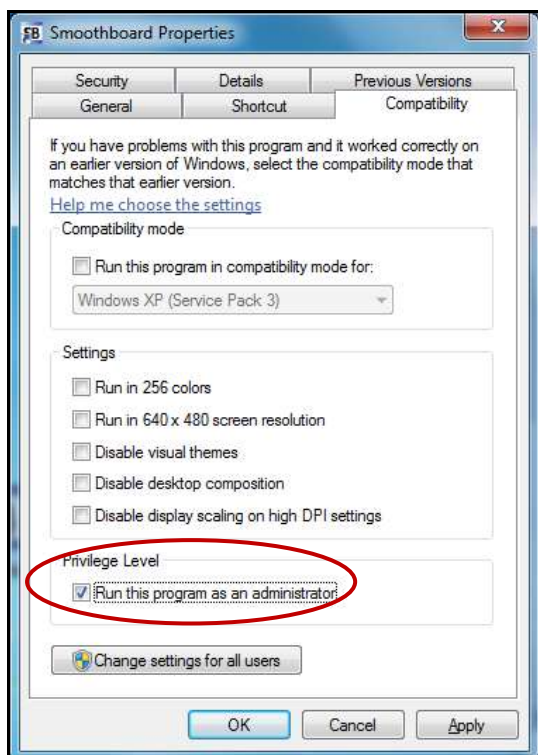


For a permanent solution, set Smoothboard to be executed with administrator rights always.

This can be configured with the following configurations:



Right click on the Smoothboard icon and select *Properties*.

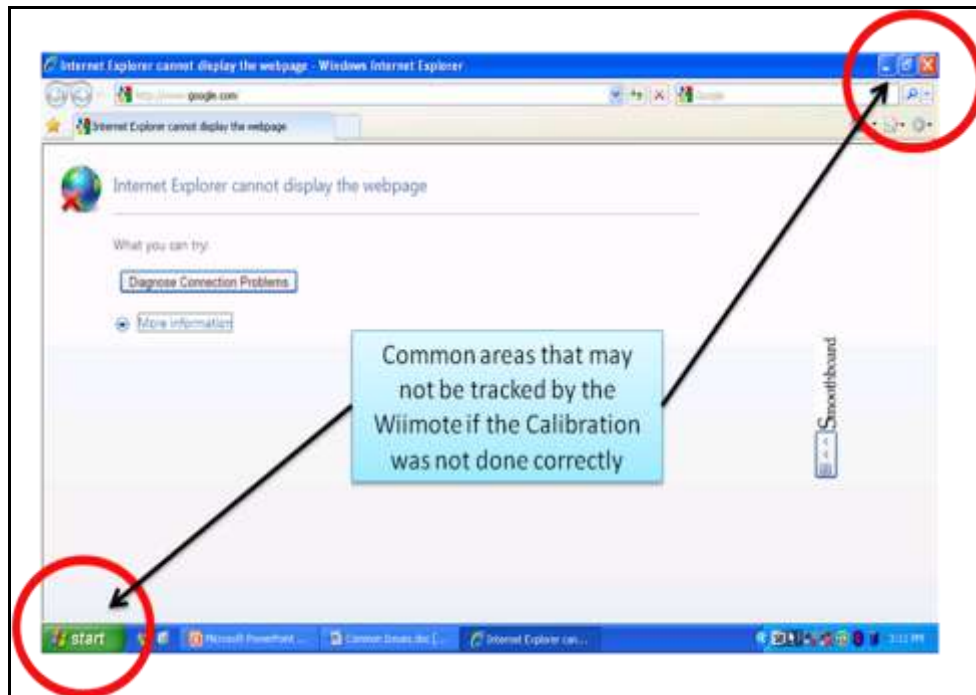


Select the *Compatibility* tab and under the *Privilege Level* panel, check the *Run this program as an administrator* checkbox.

Click on the *OK* button.

## 7.8 Certain points could not be calibrated

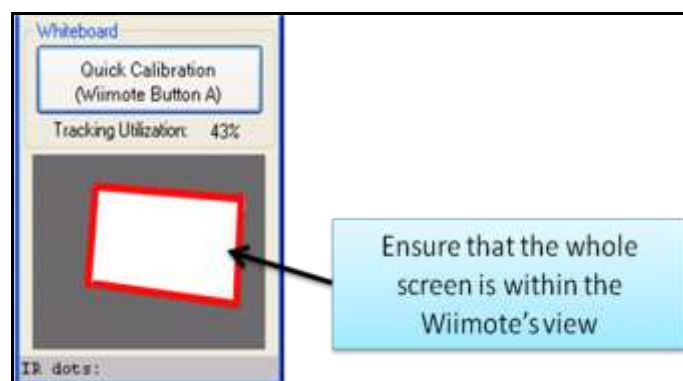
Tracking works but clicking on top-right Exit button or bottom-left Start Menu could not be registered.



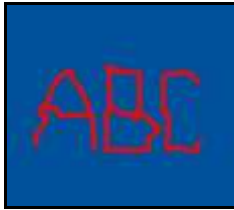
This issue usually happens when the point that is being calibrated or clicked is out of sight from the Wiimote's field of view.

### Solution

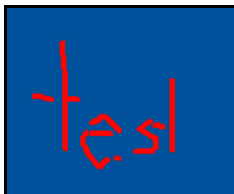
Adjust the position of the Wiimote either by putting it further away from the screen or slightly redirecting the Wiimote to the missing point. Repeat calibration to ensure that all the four points can be calibrated. After calibration, check Smoothboard's *Calibration Viewer* to ensure that the whole screen is being tracked by the Wiimote.



## 7.9 Tracking is scratchy especially when drawing continuous lines



Low quality tracking with jagged lines when drawing



This issue occurs when the Wiimote is unable to detect the IR source continuously due to low intensity of the detected IR source.

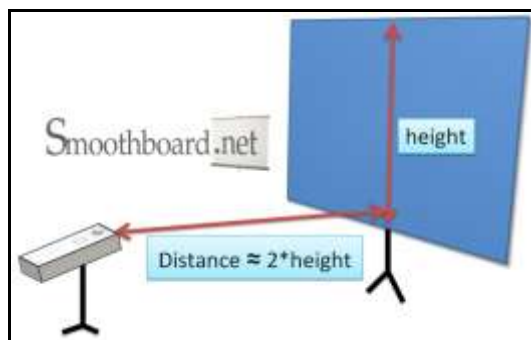
The low intensity of the detected IR source may be due to one or a combination of the following:

### 7.9.1 Wiimote Positioning

- Low Tracking Utilization of less than 40%

#### Solution

1. Try to increase tracking utilization by positioning the Wiimote as close as possible to the screen with the help of the Smoothboard Calibration Viewer. As a rule-of-thumb, start by positioning the Wiimote at a distance of approximately 2 times the screen height and point the Wiimote directly to the center of the screen.



2. After the first round of calibration, take a look at the Smoothboard Calibration Viewer to estimate what adjustments can be made.

Repeat the above steps until the tracking utilization is sufficiently high.

- **Very large screen used where the Wiimote has to be placed far away from the screen**

### Solution

1. Maximize tracking utilization by placing the Wiimote as close as possible to the screen similarly to the above. If a single Wiimote is used, it is recommended to place the Wiimote at perpendicularly from the center of the screen to maximize the tracking utilization.
2. Use two Wiimotes with each Wiimote focusing on a certain part of the screen.

## 7.9.2 IR Pen

- **Depleted battery**

### Solution



Use a web camera or a mobile phone's camera to check the intensity of the IR light.



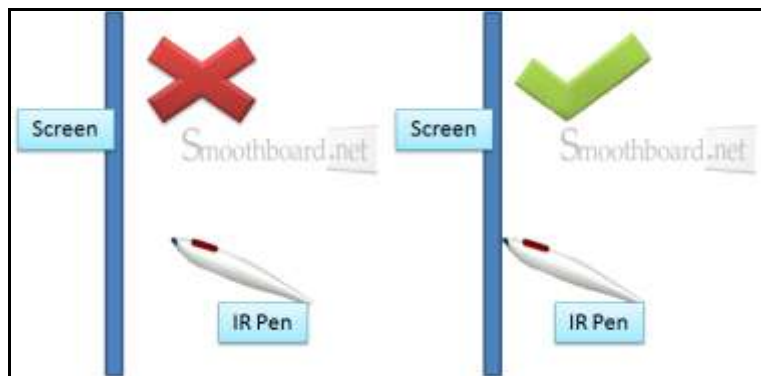
If it looks dimmer compared to during normal usage, change to a new set of batteries and use the camera to check again. The left image above shows

the low brightness of the IR as captured by the mobile phone's camera, while the image on the right is taken after the battery is replaced.

If the IR pen uses AAA batteries, it is recommended to use alkaline powered batteries or rechargeable batteries.

- **Usage of IR pen hovering away from the screen**

### Solution



The Wiimote picks up the IR light reflected from the screen, thus hovering while using the IR pen may cause bad tracking. Therefore, try to ensure that the IR pen is touching or almost touching the screen when writing with the IR pen.

- **IR LED specifications not suitable**

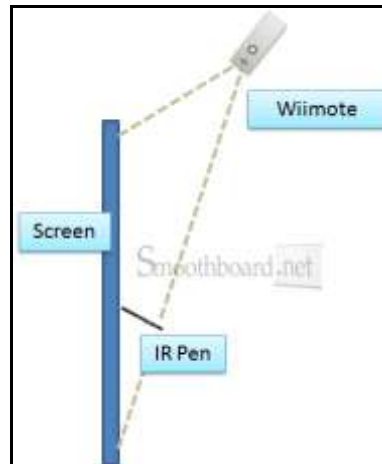
### Solution

1. Purchase a suitable IR LED such as the Vishay TSAL 6400 from your local store.
2. Or purchase a ready-made and tested IR pen from our resellers from <http://www.smoothboard.net/resellers>.

## 7.9.3 Screen

- **Thick glassy screens on certain LCD/Plasma displays which do not reflect or disperse the IR light from the IR pen.**

## Solution

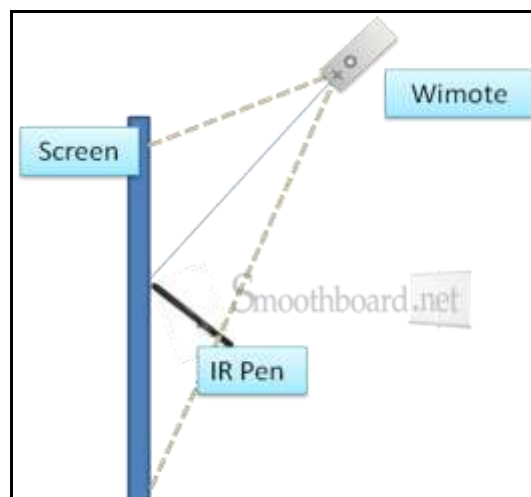


Place the Wiimote at a tight angle facing the screen so that the Wiimote is able to capture the IR emitted from the side of the IR LED.

- **Highly reflective screen that does not disperse the IR light in all directions but acts like a mirror such as whiteboards.**

## Solution

Place the Wiimote at about 45° angle from the screen. While writing, face the tip of the IR pen in the direction of the Wiimote. This will ensure that the reflected light is seen by the Wiimote.



## Chapter 8 Resources

Smoothboard Software Download - <http://www.smoothboard.net/download>

- Download the latest version of Smoothboard in more than 20 languages.

Smoothboard Resellers - <http://www.smoothboard.net/resellers>

- Purchase all your Wiimote Whiteboard needs including the Smoothboard software from our official resellers.

Smoothboard and Wiimote Whiteboard Wiki - <http://www.boonjin.com/smoothboard>

- Complete guide to all your Wiimote Whiteboard needs

Smoothboard's Developer Blog - <http://www.boonjin.com>

- Get to know the Smoothboard Developer up-close.

Smoothboard Facebook Fan Page - <http://www.facebook.com/smoothboard>

- Updates and Tips for all Smoothboard users.

Smoothboard Twitter Page - <http://www.twitter.com/smoothboard>

- Instant updates via tweets from the Smoothboard Team.

Wiimote Project Forum - <http://www.wiimoteproject.com/wiimote-smoothboard/>

- Discussion forum for Wiimote users.

Technical and Sales Support – [admin@smoothboard.net](mailto:admin@smoothboard.net)